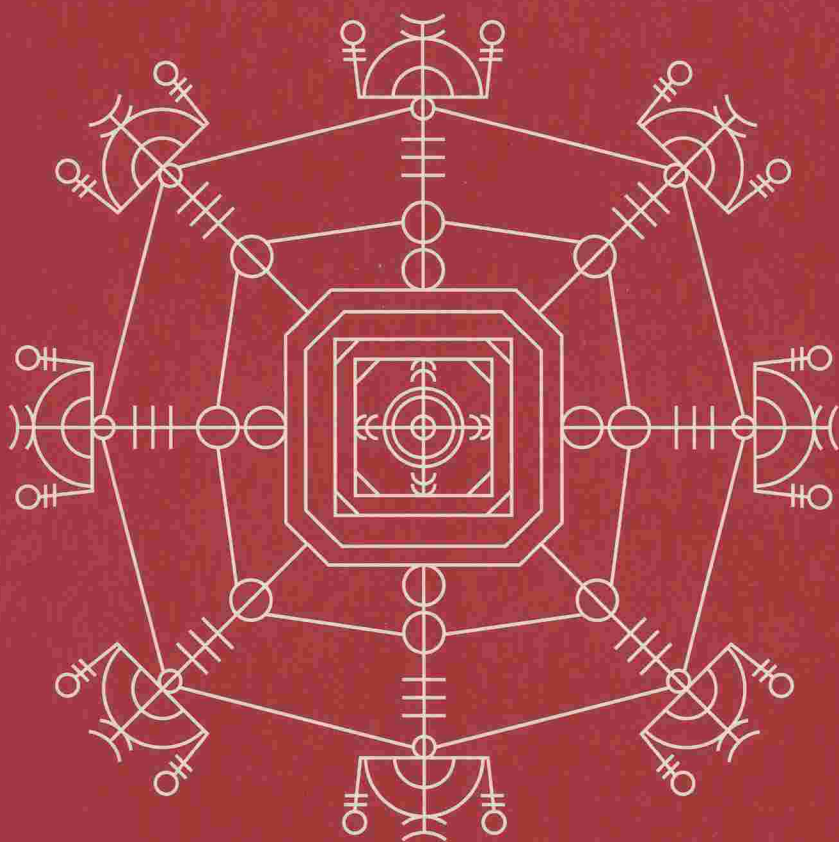




SORCERER'S SCREED

The Icelandic Book of Magic Spells

SORCERER'S SCREED



SORCERER'S SCREED



SKUGGI

Jochum Magnús Eggertsson



LESSTOFAN



SORCERER'S SCREED

Skuggi – Jochum Magnús Eggertsson

Copyright © by Andlegt þjóðarráð baha'ía á Íslandi

Layout and design copyright© 2013 by Arnar Fells Gunnarsson

English translation copyright© 2015 by Philip Roughton

Printing: Ísafoldarprentsmiðja, nordic environmental label



First published in Reykjavík, UNESCO City of Literature, in 2015

Second print 2016

Lesstofan • Reykjavík • 2016

Originally published in Icelandic in 1940 by Skuggi as *Galdraskræða*. Republished in Icelandic by Lesstofan in 2013.

Magic symbols on cover; Ring Helm (front), Greatest Dream Staves (back),

Stave to be Able to Read in the Dark (inside cover)

Illustrations on pages 7 – 9 originate from the original version of *Galdraskræða*.

The content of this book is in no way associated with the Bahá'í religion, it's beliefs or message.

All rights reserved.

No parts of this book may be reprinted or reproduced or utilized in any form or by any electronic, mechanical, or other means, now known or hereafter invented, including photocopying and recording, or in any information storage or retrieval system, without permission in writing from the publisher and copyright holder.

ISBN 978-9935-9089-8-8

www.lesstofan.is

A few words from the publisher

The Sorcerer's Creed was first published in 1940 in the annual but limited publication *Jólagjöfin* (Yule Present). The author himself, Skuggi (Shadow), had handwritten the text and drawn the diagrams.

Skuggi's actual name was Jochum Magnús Eggertsson (1896-1966) and he was a jack-of-all-trades and prolific polymath, at least by his own account. In a short biography, mostly based on information from Jochum himself, it is stated that he studied agriculture, mainly focusing on dairy and cheese making, worked as a fisherman and was involved with forestry and soil conservation. Furthermore, he had an ardour for natural sciences and rock collecting, as well as being a studious author and scholar. The claims about his studious scholarly work cannot be contested as he left behind a vast collection of books, journals and articles about his variegated and unique fields of interest. Skuggi became notorious for his original theories about an exotic but flourishing culture in Iceland long before the Nordic settlement, where a well-travelled Keltic tribe roamed the barren island with a camel convoy, laying the foundation for the literary heritage that Icelanders are still boasting about on special occasions.

Skuggi was known to be boisterous and his criticism of Christianity in the foreword and afterword of Sorcerer's Creed seem to indicate a strong but bitter character. The Creed is a sort of "clef d'oeuvre" or key to his entire body of work and view of life, even though (and perhaps mainly because) it is an amalgamation of ideas from past centuries and different times. In this sense, the book could be regarded as radical dissident writing against the prescriptivism and coercion of the political and religious authority in Iceland. Each spell of the almost two hundred included in this volume is a creative attempt to undermine any kind of authority and revolutionize the conventional conceptions of society, in order for the individual to regain power over his own existence. Perhaps it is indeed by casting these spells that the cognoscente removes the shackles of society and finds his true natural place in the universe.



Varas an er gonds / 50 bilustum an
tikum - fella er siglas / 50 bilustum
Hugo.

⑦ *Crickenbarrinar*

[illegible]

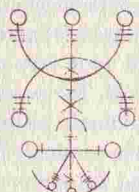
Geschrift: Letur.

Relig.	Age	Sex	Relig.	Age	Sex	Relig.	Age	Sex
1	18	M	12	18	M	13	18	M
2	22	M	14	18	M	14	18	M
2	22	M	15	18	M	15	18	M
4	18	M	16	18	M	16	18	M
5	18	M	17	18	M	17	18	M
6	18	M	18	18	M	18	18	M
7	18	M	19	18	M	19	18	M
8	18	M	20	18	M	20	18	M
9	18	M	21	18	M	21	18	M
10	18	M	22	18	M	22	18	M
11	18	M	23	18	M	23	18	M
12	18	M	24	18	M	24	18	M

⑧

[illegible]

88. PIVKRI + PR + PR + TIBRI + PR



4 + PR. PIVKRI + PR + TIBRI + PR

8 + PR + PR. -

Skýring:

Gymnastíkingur

edra náttúru

slafur.

Gymnist í þungu

Um náttúru

edur galdbrakur

og þessa náttúru.

Brakur þessar náttúru eda galdbrakur heita einnig skella brakur, þinnbrakur eda þap-
egarbakur, en þar eru þvo undir-
kommar sem nú skal greina:
Sá, er vel þá sér brakur þessar,
gjafir þannig við einhverni í
lífanda lífi, er hann þekktur að
hann megi nota skinnis af kon-
um, þegar hann sé dauinn. Þegar
þvo er komið, þá hann lífandi á
máttar þeli í Kirkjugarðinum, og
græfur hann dauða upp. Síðan
þá hann af konum skinnis, allt
þann frá milli og máttur úr í
gleri, og latir það vera innelt.
Því varast skal hann að gat komi
á brúna. Því næst skal hann
fara í brúna, og verður hún þvo
holdgrænu, undir mátti tekið að
komma henni af sér á annan. En
áður en brakurinn verði notkur-
um að nolum, verður hann að
stela þeningi frá bláfalabru
ektu, á einhverri fjörva þingvi.
Stórhatúra áttins á milli þess
og guðspalls, og helst daginn
stílt, að hann þáfur farir í þar,
og lata hann í þung náttúru-
innar. Eftir það draga brakurinn
þá að sér af lífandi mönnum,
þvo aðli, er þungurinn þvo
þegar leitað er í þorum af tíg-
andorum; en varast verður
þá, að taka það þvo þeninginn
stálba. Þá er annars á með
brakur þessar, að þá, er á þar,
getur ekkert úr þeim laust, eta
skilið þar við, þig, þegar hann
vill; en á þar ríður all andur
mei þess hams, að hann sé búinn
að þar áður en hann deyr, auk
þess, sem lík þarms úr og gríur
allt í lífum, ef hann deyr þvo.

En þessar enginn kostur, nema hann
þá einhverni til, að fara í þar af sér,
og verður það með þvi einu mátti,
að hann fari fyrst úr hagni stál-
inni, en jafnþó þar, þvo er við
þeim tekur, í þana. En þegar hann
er í þana kominn, getur hann ekkert
af þess mátti, þótt hann vil; því
hann átti, að fara sig úr henni
af þess, er hann kominn í hana inn-
stí, en þess að vita, hvernig það
hafi orðið. Má með einu mátti,
þvoast við þar, nema á fyrirséðan
háð; en mátturinn henni halda ná-
ttúru þess marm af mátti og
stílna áðrei.

89. PIVKRI + PR + PR + TIBRI + PR

4 + PR. PIVKRI + PR + TIBRI + PR

8 + PR + PR. -

Skýring:

Gymnastíkingur

edra náttúru

slafur.

Gymnist í þungu

Um náttúru

edur galdbrakur

og þessa náttúru.

Brakur þessar náttúru eda galdbrakur heita einnig skella brakur, þinnbrakur eda þap-
egarbakur, en þar eru þvo undir-
kommar sem nú skal greina:
Sá, er vel þá sér brakur þessar,
gjafir þannig við einhverni í
lífanda lífi, er hann þekktur að
hann megi nota skinnis af kon-
um, þegar hann sé dauinn. Þegar
þvo er komið, þá hann lífandi á
máttar þeli í Kirkjugarðinum, og
græfur hann dauða upp. Síðan
þá hann af konum skinnis, allt
þann frá milli og máttur úr í
gleri, og latir það vera innelt.
Því varast skal hann að gat komi
á brúna. Því næst skal hann
fara í brúna, og verður hún þvo
holdgrænu, undir mátti tekið að
komma henni af sér á annan. En
áður en brakurinn verði notkur-
um að nolum, verður hann að
stela þeningi frá bláfalabru
ektu, á einhverri fjörva þingvi.
Stórhatúra áttins á milli þess
og guðspalls, og helst daginn
stílt, að hann þáfur farir í þar,
og lata hann í þung náttúru-
innar. Eftir það draga brakurinn
þá að sér af lífandi mönnum,
þvo aðli, er þungurinn þvo
þegar leitað er í þorum af tíg-
andorum; en varast verður
þá, að taka það þvo þeninginn
stálba. Þá er annars á með
brakur þessar, að þá, er á þar,
getur ekkert úr þeim laust, eta
skilið þar við, þig, þegar hann
vill; en á þar ríður all andur
mei þess hams, að hann sé búinn
að þar áður en hann deyr, auk
þess, sem lík þarms úr og gríur
allt í lífum, ef hann deyr þvo.

90. PIVKRI + PR + PR + TIBRI + PR

4 + PR. PIVKRI + PR + TIBRI + PR

8 + PR + PR. -

Skýring:

Gymnastíkingur

edra náttúru

slafur.

Gymnist í þungu

Um náttúru

edur galdbrakur

og þessa náttúru.

Brakur þessar náttúru eda galdbrakur heita einnig skella brakur, þinnbrakur eda þap-
egarbakur, en þar eru þvo undir-
kommar sem nú skal greina:
Sá, er vel þá sér brakur þessar,
gjafir þannig við einhverni í
lífanda lífi, er hann þekktur að
hann megi nota skinnis af kon-
um, þegar hann sé dauinn. Þegar
þvo er komið, þá hann lífandi á
máttar þeli í Kirkjugarðinum, og
græfur hann dauða upp. Síðan
þá hann af konum skinnis, allt
þann frá milli og máttur úr í
gleri, og latir það vera innelt.
Því varast skal hann að gat komi
á brúna. Því næst skal hann
fara í brúna, og verður hún þvo
holdgrænu, undir mátti tekið að
komma henni af sér á annan. En
áður en brakurinn verði notkur-
um að nolum, verður hann að
stela þeningi frá bláfalabru
ektu, á einhverri fjörva þingvi.
Stórhatúra áttins á milli þess
og guðspalls, og helst daginn
stílt, að hann þáfur farir í þar,
og lata hann í þung náttúru-
innar. Eftir það draga brakurinn
þá að sér af lífandi mönnum,
þvo aðli, er þungurinn þvo
þegar leitað er í þorum af tíg-
andorum; en varast verður
þá, að taka það þvo þeninginn
stálba. Þá er annars á með
brakur þessar, að þá, er á þar,
getur ekkert úr þeim laust, eta
skilið þar við, þig, þegar hann
vill; en á þar ríður all andur
mei þess hams, að hann sé búinn
að þar áður en hann deyr, auk
þess, sem lík þarms úr og gríur
allt í lífum, ef hann deyr þvo.

91. PIVKRI + PR + PR + TIBRI + PR

4 + PR. PIVKRI + PR + TIBRI + PR

8 + PR + PR. -

Skýring:

Gymnastíkingur

edra náttúru

slafur.

Gymnist í þungu

Preface

"The Earth is full to the brim with the glory of God." This "blasphemy" is attributed to one of the most inveterate of sorcerers after his eyes were poked out and he was fettered to a pyre. His tongue was then cut out before the fire was lit. "He made no confession and received no absolution." His body burned to ashes, apart from his heart, which remained "unburned and bloody, and cried out when it was stabbed, like a lusty and delightful dainty of the Devil."

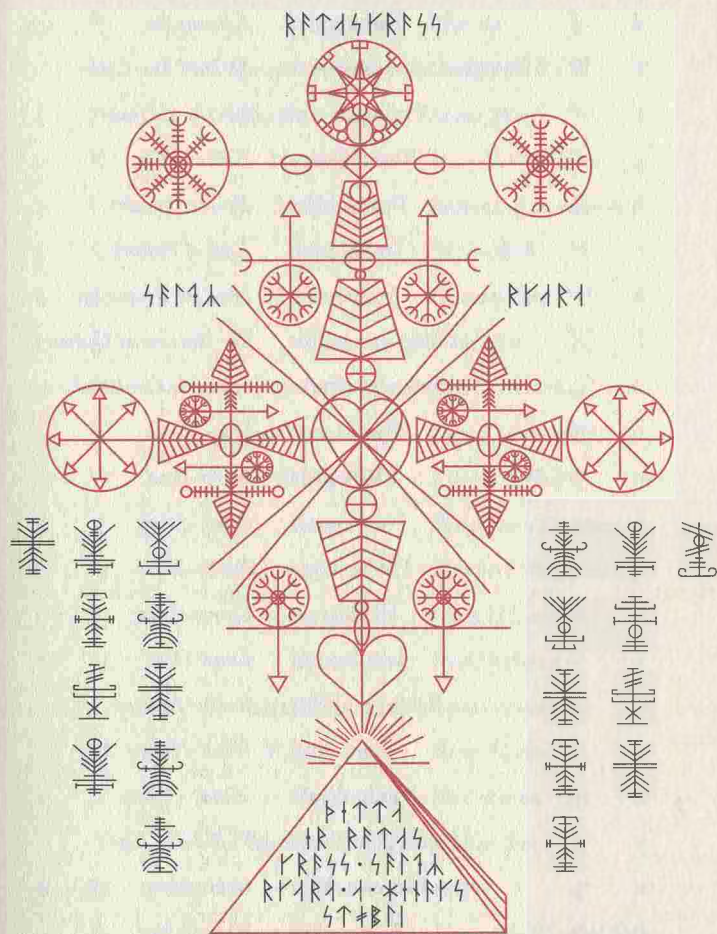
So-called "sorcery" was a trivial and fumbling attempt to seek knowledge of the Creator and his works, yet it was, as a rule, looked upon very poorly by the Ministries of Justice and Ecclesiastical Affairs of old. The possession and utilization of such knowledge was considered the ultimate blasphemy, punishable by nothing less than torture and death (witch-burning). It was thus no wonder that those who sought knowledge beyond the limits of the ecclesiastical authority were forced to keep their skills secret. What in the past was considered blasphemy and sorcery is now viewed only as "a childish groping for light and art, and a game in the eddying stream of spring." These sorcerers had to invent and use all sorts of staves and mysterious runes, and the present volume gives examples and keys to a number of them.

Sorcery, or any other type of knowledge that went against established belief, was considered to be an artifice of the Devil. This may be true, because the Devil has never been anything other than the diametrical opposite of Almighty God, and it is still not known with certainty which of these two poles is the positive one. Christianity is seen as a noble religion, yet can also be considered a dreary type of occultism, based on blood sacrifice and manslaughter. A cross affixed with a human body is a very dubious talisman, in fact quite a barbaric one. It is difficult to understand how civilized people could show devotion to something so negative. Religion itself is no excuse. Although religion has for centuries been the only boon to millions of people, their refuge, comfort and refreshing spring, it is at the same time the greatest curse, because it originates in selfishness and lovelessness, which again can be traced to immaturity, stagnation, and powerlessness. Religion is a wailing wall hindering common sense, and is thus a sky-high obstruction between God and man. If God is infinitely good, omniscient, and infinitely perfect, and if we are his children, it follows that he would care most about his children's understanding, because nothing could be more joyous to him than for his children to come to resemble him as best they can. And although we may be children of God, we have been shoved into this world unasked. We thus have no obligation to God other than to seek to understand him and show him sympathy and respect.

This volume mainly covers white magic (*magia candida*), but I have considered publishing another volume later, covering Icelandic black magic (*magia diabolica*). This, however, would not be possible until 1944, even without hindrances, because the contents of the next three volumes in this series have already been determined and arranged. To become a sorcerer (magician, conjurer, occultist), one first had to learn to shape one's thought, give it form

and appearance. White magic is a type of school dedicated to this subject, and the basis of the real sorcery of the mind, or the black arts (nekromanteia). The activity of mediums and every sort of necromancy is a black art to a certain degree. In order to give form to a thought, one must train both the hand and the mind simultaneously. Form is supreme, in occultism as in any other art. — This preface is dedicated to the memory of those Icelanders who were executed for sorcery. Of them, twenty-two were burned alive.

Skuggi



Rotas Cross of a Sun-Worshipper on a Pillar of Enoch

Speech-Rune Kennings

Set I

a	h	Gumna-gaman	<i>Man's Delight</i>
b	ƿ	Vallar-fax	<i>Field-Mane</i>
c	ƿ	Falin sunna	<i>Hidden Sun</i>
d	4	Kórmundur	<i>Kórmundur</i>
e	ʅ	Stunginn unnarhlemmur	<i>Stabbed Sea-Cover</i>
f	ʃ	Virðingar-efni	<i>Worthy of Honor</i>
g	ʁ	Kona Héðins	<i>Héðin's Wife</i>
h	ʒ	Pruma hlýrs	<i>Prow's Thunder</i>
i	ʔ	Jarðar-bann	<i>Lack of Pasture</i>
k	ʝ	Varna nauð	<i>Need for Protection</i>
l	ʎ	Þröngvasti kostur	<i>The Narrowest Option</i>
m	ʟ	Bóknáms-byrlir	<i>Scholarly Cupbearer</i>
n	ʠ	Hunda-mál	<i>Dog-Speech</i>
o	ʡ	Flóðs-fæða	<i>Flood-Food</i>
p	ʢ	Norna-sviði	<i>Witch-Sting</i>
q	ʣ	Hildar-högg	<i>Battle-Blow</i>
r	ʤ	Úlfalda-rás	<i>Camel-Race</i>
s	ʥ	Landa-skjal	<i>Land-Deed</i>
t	ʧ	Baldur meiddur	<i>Baldur Injured</i>
u	ʨ	Vinds-hæli	<i>Wind-Haven</i>
x	ʤ	Vinda-flegða	<i>Winds-Ogress</i>
y	ʥ	Uppdreginn álmur	<i>Pulled-Up Elm</i>
z	ʧ	Mundar-fægra	<i>Gold-Adorn</i>
þ	ʤ	Kvenna-ból	<i>Women's Bed</i>

Set II

a	𐐦	Jarðar-gróði	<i>Earth-Growth</i>
b	𐐧	Vor-hrím	<i>Spring Frost</i>
c	𐐨	Knje-Freyja	<i>Knee-Freyja</i>
d	𐐩	Kærleiki	<i>Charity</i>
e	𐐪	Brostið keldulok	<i>Cracked Well-Lid</i>
f	𐐫	Hljóðlæti manns	<i>Man's Silence</i>
g	𐐬	Högnadóttir	<i>Daughter of Högni</i>
h	𐐭	Marihimna	<i>Bed post of the Heavens</i>
i	𐐮	Ár-börkur	<i>River-Bark</i>
k	𐐯	Manna-tjón	<i>Human-Loss</i>
l	𐐰	Ekrurum	<i>Field-Bed</i>
m	𐐱	Skipa-skreytir	<i>Ship-Adorners</i>
n	𐐲	Eggja-broddnagli	<i>Edged Spike-Nail</i>
o	𐐳	Valhallar-vísir	<i>King of Valhöll</i>
p	𐐴	Rauna-fró	<i>Relief from Distress</i>
r	𐐵	Stímners-mæði	<i>Stimner's Weariness</i>
s	𐐶	Landa-birta	<i>Light of Lands</i>
t	𐐷	Fræhverfa	<i>Seed Disperser</i>
u	𐐸	Skjalda-fundur	<i>Shield-Discovery</i>
x	𐐹	Bjarkar-hyrja	<i>Birch-Ogress</i>
y	𐐺	Fugla-sjón	<i>Bird-Vision</i>
z	𐐻	Mundar-sunna	<i>Golden Sun</i>
þ	𐐼	Raumur	<i>Hulk</i>
æ	𐐽	Skipa-byr	<i>Favorable Wind of Ships</i>

Set III

a	F	Engi, tún	<i>Meadow, Hayfield</i>
b	B	Viðar-ull	<i>Wood-Wool</i>
c	L	Hné hróður	<i>Knee-Praise</i>
d	V	Fæddur Þórs bur	<i>Born Son of Þórr</i>
e	F	Stunginn bekkja stokkur	<i>Stabbed Bench Leg</i>
f	P	Tólf saman	<i>Twelve Together</i>
g	P	Mannsvera	<i>Human Existence</i>
h	X	Himna salt	<i>Heavens' Salt</i>
i	L	Bekkja stokkur	<i>Bench Leg</i>
k	K	Barna-böl	<i>Children's Bane</i>
l	Y	Ýmis-blóð	<i>Ymir's Blood</i>
m	Φ	Hláturs-efni	<i>Occasion for Laughter</i>
n	T	Sorgar-sögur	<i>Stories of Sorrow</i>
o	A	Fiska-dvöl	<i>Fish-Dwelling</i>
p	P	Smyrsla-lækning	<i>Ointment-Remedy</i>
q	B	Benturbogi	<i>Bent Bow</i>
r	R	Léttfeta-rás	<i>Lightfooted-Race</i>
s	H	Hjóla-haukur	<i>Wheel-Hawk</i>
t	W	Úlfsgin	<i>Wolf's Jaws</i>
u	Ω	Hirðis hatur	<i>Shepherd's Hatred</i>
x	B	Baldur	<i>Baldur</i>
y	G	Mundar-sýn	<i>Vision of Gold</i>
þ	R	Skrumnir	<i>Raven</i>
æ	S	Sífa-reynir	<i>Relations' Tester</i>

Set IV

a	×	Gott sumar	<i>Good Summer</i>
b	ʙ	Bjarka ull	<i>Birch-Wool</i>
c	Ɔ	Kné sýn	<i>Knee Vision</i>
d	ᄀ	Meiddur hlýri Þórs	<i>Þórr's Injured Brother</i>
e	ᄁ	Jökuls auga	<i>Glacier Eye</i>
f	ƒ	Peninga-sjóður	<i>Treasure Hoard</i>
g	ᄃ	Handar-ljós	<i>Hand-Light</i>
h	ᄄ	Himna-malt	<i>Heavens' Malt</i>
i	ᄅ	Unnar-þekja	<i>Sea-Roof</i>
k	ᄆ	Hildur	<i>Battle</i>
l	ᄇ	Lygruband	<i>LygraBand</i>
m	ᄈ	Moldar-auki	<i>Earth Multiplier</i>
n	ᄉ	Ofraun	<i>Unbearable</i>
o	ᄊ	Manns-mynd	<i>Human Image</i>
p	×	Gott líf	<i>Good Life</i>
r	×	Gota-skref	<i>Man's Step</i>
s	ʒ	Hróður	<i>Praise</i>
t	ᄋ	Úlfs-leifar	<i>Wolf Remains</i>
u	ᄌ	Þurka-bann	<i>Drought-Ban</i>
x	末	Genja	<i>Ax</i>
y	ᄍ	Bardaga-gagn	<i>Battle-Benefit</i>
þ	ᄎ	Fornjótur	<i>Fornjótur</i>

Set V

a	厶	Algróinn akur	<i>Luxuriant Meadow</i>
b	𐌵	Laufgaður viður	<i>Leafy Wood</i>
c	𐌺	Illur jöfur	<i>Evil King</i>
d	𐌿	Úlfs-fóstri	<i>Wolfs Foster-Father</i>
e	𐌶	Brotinn ís	<i>Broken Ice</i>
f	𐌴	Opin vök	<i>Open Hole in the Ice</i>
g	𐌸	Kíla-kvöl	<i>Suffering from Boils</i>
h	𐌶	Krapa-drífa	<i>Slush-Snow fall</i>
i	𐌺	Straums-fjöl	<i>Current-Plank</i>
k	𐌴	Barna-böl	<i>Children's Bane</i>
l	𐌶	Skipa-fold	<i>Ship-Ground</i>
m	𐌶	Pungur kostur	<i>Heavy Option</i>
n	𐌶	Missir hjár	<i>Loss of Sheep</i>
o	𐌶	Lýða-fæða	<i>Peoples Food</i>
p	𐌶	Kvíða-bót	<i>Anxiety Relief</i>
q	𐌶	Hildar-högg	<i>Battle-Blow</i>
r	𐌶	Snúðug för	<i>Wild-Goose Chase</i>
s	𐌶	Suðra-bákn	<i>Southern Colossus</i>
t	𐌶	Einhendur Ás	<i>One-Handed God</i>
u	𐌶	Skýja-grátur	<i>Cloud-Weeping</i>
y	𐌶	Skotmanns ör	<i>Shooter's Arrow</i>
þ	𐌶	Pursa bit	<i>Giants' Bite</i>
æ	𐌶	Fastur örn	<i>Struck Eagle</i>
ö	𐌶	Örva-mælir	<i>Quiver</i>

Set VI

a	h	Fugla-fögnuður	<i>Bird-Jubilation</i>
b	5	Skógar-lim	<i>Forest-Foliage</i>
c	p	Sólar-ris	<i>Sun-Rise</i>
d	4	Særður jarðarsonur	<i>Wounded Son of the Earth</i>
e	7	Særður unnarhlemmur	<i>Wounded Sea-Cover</i>
f	x	Vinur höfðingja	<i>Friend of Chieftains</i>
g	7	Handarmein	<i>Hand Injury</i>
h	4	Himna þruma	<i>Heavens' Thunder</i>
i	h	Vatna þil	<i>Water Panel</i>
k	ψ	Bardagi	<i>Battle</i>
l	sh	Landa-belti	<i>Belt of Lands</i>
m	h	Raunabót	<i>Redress for Suffering</i>
n	2	Þjónustusinkurmaður	<i>Close-Fisted Server</i>
o	o	Svana-grund	<i>Swan-Meadow</i>
p	7	Valt líf	<i>Unsteady Life</i>
r	7	Sitjandi sæla	<i>Sitting Bliss</i>
s	4	Skýja-skjöldur	<i>Cloud-Shield</i>
t	2	Öfugstreymi	<i>Eddies</i>
u	7	Viðar-flegða	<i>Wood-Ogress</i>
y	x	Bentur bogi	<i>Bent Bow</i>
þ	7	Kvennaval	<i>Choice of Women</i>
ö	2	Soðketill við eld	<i>Soup Kettle by the Fire</i>

Set VII

a	𐐃	Siglufákur á ferð	<i>Sailing Steed on the Move</i>
b	𐐅	Ljómi viðar	<i>Luster of Wood</i>
c	𐐇	Fullur máni	<i>Full Moon</i>
d	𐐉	Úlfs ben	<i>Wolf's Death-Wound</i>
e	𐐋	Vatna-fjeldur	<i>Water-Pelt</i>
f	𐐍	Metorð manns	<i>A Man's Rank</i>
g	𐐏	Kíla-kvöl	<i>Suffering from Boils</i>
h	𐐑	Himna-grjót	<i>Heavenly-Rock</i>
i	𐐓	Sela-sæng	<i>Harness-Blanket</i>
k	𐐕	Bardaga-sár	<i>Battle-Wound</i>
l	𐐗	Glanna-gólf	<i>Joker-Floor</i>
m	𐐙	Sverða-bör	<i>Sword-Drill</i>
n	𐐛	Sjónleysi	<i>Blindness</i>
o	𐐝	Kópa-róma	<i>Seal-Pup Battle</i>
p	𐐟	Smurning ákomu	<i>Ointment Application</i>
r	𐐡	Skyndi-ferð	<i>Hasty Journey</i>
s	𐐣	Ýmis-auga	<i>Ymir's Eye</i>
t	𐐥	Banda-vagn	<i>Wagon of the Gods</i>
u	𐐨	Akra-yndi	<i>Fields' Delight</i>
x	𐐪	Loka-ráð	<i>Loki's Advice</i>
y	𐐬	Stutt fjör	<i>Short-Lived Pleasure</i>
z	𐐮	Völvusæti	<i>Seeress' Seat</i>
þ	𐐰	Þrúðvangur	<i>Þrúðvangur</i>
æ	𐐲	Silfur-sjóður	<i>Silver Hoard</i>

Set VIII

a	†	Fugla-söngur	<i>Bird-Song</i>
b	ᛃ	Breiðablik	<i>Breiðablik</i>
c	↓	Illur ármaður	<i>Evil Steward</i>
d	ᚦ	Lamaður rómuvöndur	<i>Paralyzed Battle-Switch</i>
e	ᚠ	Glugga-svell	<i>Wind-ow-Ice</i>
f	ƿ	Firða-rógur	<i>Men's Strife</i>
g	ƿ	Fölar fréttir	<i>Pal's News</i>
h	✱	Hrím skýja	<i>Hoar frost of Clouds</i>
i		Feigsfarar	<i>Doomed Journey</i>
k	ƿ	Vígsben	<i>Battle Wound</i>
l	↑	Humra-kvöld	<i>Twilight-Evening</i>
m	ʏ	Vinnu-sprengur	<i>Work-Burst</i>
n	ᚲ	Sólsetur	<i>Sunset</i>
o	ᚲ	Álftalón	<i>Swan Lagoon</i>
p	ᛃ	Græðing meina	<i>Healing of Wounds</i>
r	ᚲ	Alinn hestur	<i>Raised Horse</i>
s	ʒ	Lýða-ljós	<i>Light of the People</i>
t	↑	Ylja-æti	<i>Oats of warmth</i>
u	ᚲ	Æfistig	<i>Stage of Life</i>
y	ᚲ	Spenntur álmur	<i>Outstretched Elm</i>
þ	ᛃ	Þursa-raun	<i>Trial of Giants</i>
ö	†	Ör á flugi	<i>Arrow in Flight</i>

Unnamed Runes

	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.
A	𐌹	𐌺	𐌛	𐌜	𐌝	𐌞	𐌟	𐌠	𐌡	𐌢	𐌣	𐌤	𐌥
B	𐌦			𐌧	𐌨	𐌩	𐌪	𐌫	𐌬	𐌭	𐌮		𐌯
C	𐌰	𐌱	𐌲	𐌳		𐌴	𐌵	𐌶	𐌷		𐌸	𐌹	𐌺
D		𐌻	𐌼	𐌽	𐌾	𐌿	𐍀	𐍁	𐍂	𐍃	𐍄	𐍅	𐍆
E		𐍇	𐍈	𐍉	𐍊	𐍋	𐍌	𐍍	𐍎		𐍏	𐍐	𐍑
F	𐍒	𐍓	𐍔	𐍕	𐍖	𐍗	𐍘	𐍙	𐍚		𐍛	𐍜	𐍝
G	𐍞	𐍟	𐍠	𐍡	𐍢	𐍣	𐍤	𐍥	𐍦	𐍧	𐍨	𐍩	𐍪
H	𐍫	𐍬	𐍭	𐍮	𐍯	𐍰	𐍱	𐍲	𐍳				𐍴
I	𐍵	𐍶	𐍷	𐍸	𐍹	𐍺	𐍻	𐍼	𐍽	𐍾		𐍿	𐎀
K	𐎁	𐎂	𐎃	𐎄	𐎅	𐎆	𐎇	𐎈	𐎉	𐎊	𐎋	𐎌	𐎍
L	𐎎	𐎏	𐎐	𐎑	𐎒	𐎓	𐎔	𐎕	𐎖	𐎗	𐎘	𐎙	𐎚
M	𐎛	𐎜	𐎝	𐎞	𐎟	𐎠	𐎡	𐎢	𐎣		𐎤	𐎥	𐎦
N	𐎧	𐎨	𐎩	𐎪	𐎫	𐎬	𐎭	𐎮	𐎯	𐎰		𐎱	𐎲
O	𐎳	𐎴	𐎵	𐎶	𐎷	𐎸	𐎹	𐎺	𐎻	𐎼	𐎽	𐎾	𐎿
P	𐏀	𐏁	𐏂	𐏃	𐏄	𐏅	𐏆	𐏇	𐏈	𐏉	𐏊	𐏋	𐏌
Q	𐏍		𐏎	𐏏		𐏐		𐏑	𐏒			𐏓	
R	𐏔	𐏕		𐏖	𐏗	𐏘	𐏙	𐏚		𐏛	𐏜	𐏝	
S	𐏞	𐏟	𐏠	𐏡	𐏢	𐏣	𐏤	𐏥	𐏦	𐏧	𐏨	𐏩	
T	𐏪	𐏫	𐏬	𐏭			𐏮	𐏯	𐏰		𐏱		
U		𐏲	𐏳	𐏴	𐏵	𐏶	𐏷						
V	𐏸	𐏹			𐏺			𐏻	𐏼				
X			𐏽			𐏾	𐏿	𐐀			𐐁		
Y			𐐂	𐐃	𐐄		𐐅		𐐆	𐐇	𐐈	𐐉	𐐊
Z	𐐋	𐐌			𐐍				𐐎			𐐏	𐐐
Þ	𐐑	𐐒	𐐓	𐐔	𐐕	𐐖	𐐗	𐐘			𐐙	𐐚	
Æ	𐐛		𐐜	𐐝	𐐞								
Ö		𐐟		𐐠		𐐡						𐐢	

Saxon Letters

A		E
B		Bi
C		Si
D		Di
E		Í
F		Æff
G		Djiordgh
H		Ætseh
I		Ei
Y		Doeha
K		Kæ
L		Æe
M		Æm
N		Æn
O		O
P		Pip
Q		Kjú
R		Ær
S		Æs
T		Ty
UV		Jú-Vi
X		Æk
Y		Hveij
Z		Zed

Fé Family

FH	
U	
Þ	
O	
P	
E	
N	
A	
F	
T	
H	
M	
U	
L	
Y	

Hagall Family

T	
U	
Þ	
O	
R	
E	
H	
N	
I	
A	
S	
T	
M	
L	
B	
V	

Ember-Runes

× 𐌷 𐌹 𐌺 𐌻

Uppland Runes

𐌺 𐌻 𐌼

Greenlandic Runes

𐌺 𐌻 𐌼 𐌽

Twig-Runes

𐌺 𐌻 𐌼

Bed-Runes

𐌺 𐌻 𐌼

Middle-Restrictions

𐌺 𐌻 𐌼

Someone's-Runes

𐌺 𐌻 𐌼

Hill-Runes

𐌺 𐌻 𐌼

Lone-Runes

𐌺 𐌻 𐌼

Dera Letters

𐌺 𐌻 𐌼 𐌽
𐌺 𐌻 𐌼 𐌽

Defensive Runes

𐌺 𐌻 𐌼

Becoming Runes

𐌺 𐌻 𐌼

Elm-Runes

𐌺 𐌻 𐌼

Blame-Runes

𐌺 𐌻 𐌼

English-Runes

𐌺 𐌻 𐌼

Bed-Runes

𐌺 𐌻 𐌼

Walking-Runes

𐌺 𐌻 𐌼

Sun-Runes

𐌺 𐌻 𐌼 𐌽

Helm-Runes

𐌺 𐌻 𐌼

Pera Letters

𐌺 𐌻 𐌼 𐌽
𐌺 𐌻 𐌼 𐌽

Al færir

ad. E. F.

bbb. u. 15.

ee. 54 tt.

ð ð ð. tt. tt.

e. 17.

fff. 2.

gg. 2.

p. h.

iii. 7 Z.

eee. 6. 6.

lll. 1. A.

mm. 1. 1.

nn. 7. 7.

oo. 7. 7.

ppp. 11. 11.

q. 7.

rrr. 7. 7.

sss. 6. 6. 5. 0. 3.

tt. 1. 11. tt. 1. 1.

tt. 1.

v. 7. 11. 7. 7. 7.

y. 4. 4.

z. x. 5. 7. f.

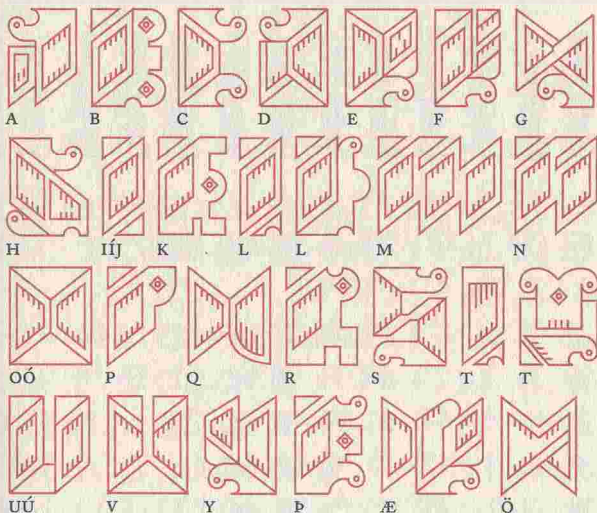
op. 1.

Al færir teach how to tie
and untie bind-runes.

Qvera Letters

q q q q
q q q q
q q q q
q q q q

Icelandic Head Letters



Claw Letters



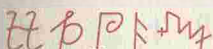
Dot Letters



Svertingar Runes



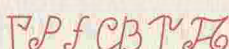
Alferur



Greenland Letters



Noah Letters



The Great Magic Table

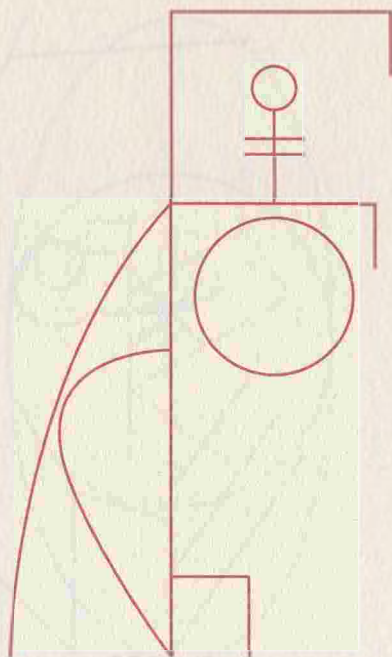
This is the Great Magic Table, which is the broadest of magical formulae, giving power to any application of magic or sorcery. "Sator arepo" was used for all sorts of conjurations, invocations, inscriptions, and remedies. The square reads the same forward or backward, up or down: "Sator," "Arepo," "Tenet," "Opera," "Rotas". For remedying illnesses or to protect against evil spirits, ghosts, monsters, imps, or devils, these five words were scratched onto all the nails of the patient in being haunted or in considered of utmost importance that this be done correctly, with a different word written on each nail. The verse was to be recited at the same time.

S	A	T	O	R
A	R	E	P	O
T	E	N	E	T
O	P	E	R	A
R	O	T	A	S

Magic Letters

Alphabet – Latin Letters	Adam's Letters	Main Runes	Old Letters	Demon Letters	Rock Runes	Breaker Runes	Curved Runes	Ghost Hall Letters	Dwarf Runes	Hebrew Runes	Germanic runes	Glove Runes	Half-Elf Letters	Barrow-Dwellers' Letters
AÁ														
B														
C														
D														
E														
F														
G														
H														
I ÍJ														
K														
L														
M														
N														
ÓÓ														
P														
Q														
R														
S														
T														
UÚV														
XÝ														
Z														
Þ														
Æ														
Ö														

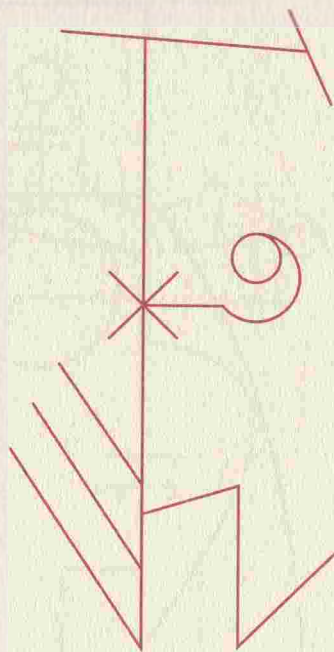
Alphabet - Latin Letters	Cave-Dwellers' Letters	Jón Runes	Old Woman's Letters	Casket Letters	Utterly Lost	Palace of the Sun Letters	Beggar's Letters I	Beggar's Letters II	Beggar's Letter's III	Beggar's Letter's IV	Stone Hall Letters	Seeress' Runes	Thrice Divided
AA													
B													
C													
D													
E													
F													
G													
H													
IJ													
K													
L													
M													
N													
OO													
P													
Q													
R													
S													
T													
UUV													
XÝ													
Z													
D													
Æ													
Ö													



4 Y I # B N R
 4 Y I T R I 4 T N R · 1 · N I Y t I R B t I P · Y t B ·
 * N I T P N P I 4 Y I # B N R · P P · T N t P N R t I R B P P I ·
 P P · Y N t T N · t I · I · 4 I t · P I R I 4 T ·

Shield

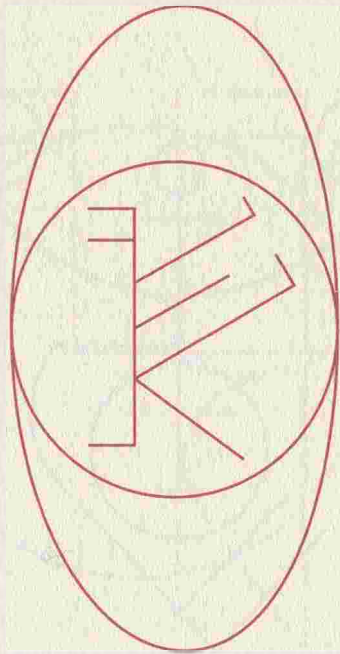
Using a feather from a glaucous gull, inscribe this stave on an amnion with blood from the root of your tongue, and you will never perish at sea.



BRATII
 RIGT. TITIRININIB. F. BIR. I. BIR. F.
 BR. *TIR. TBRIFST. I. BIR. F. Y. N. I. B. N.
 ITIRIT. I. *T. F. RIFST. I.

Byrnie

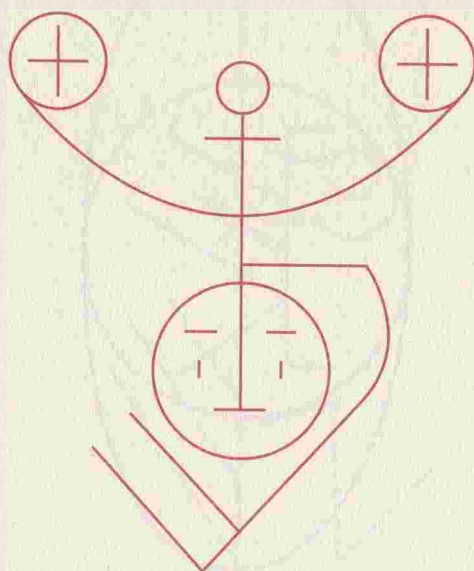
Carve on cedarwood and color with blood from your right breast, and you will never freeze to death.



*I I Y N R
 R I S T I S T · I · S N R T I R B R I T · F · B I R · I ·
 * I T T · I I S I B T · F · Y N T N · I T R I I ·
 N I T S I R T N R · N I R I ·

Helm

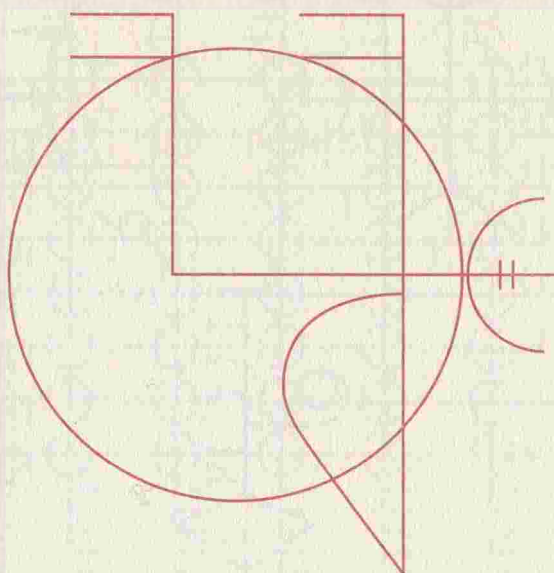
Inscribe on lignite and color with blood from your nose and you will never go insane.



Y 1 1
 R I S T N R · 1 · R I P I 4 P I I · P P · B I R · I B M P ·
 N R · * I P R I P R I P I P I P R I · P · Y N I T · P N ·
 I P I · I P · P R I N P · I S I T T N R ·

Moon

Inscribe on a fox pelt and color with blood from your right ring-finger and you will not be haunted by ghosts.



4 1 1
 R I 4 T . 1 4 N I 4 B I T P . P P . B I R . I . B I T P .
 1 1 4 1 P . T N I P N R P T 1 . P P . Y N I T . P N .
 1 1 . P A R I R . 4 N I R P I P 1 T I 1 .

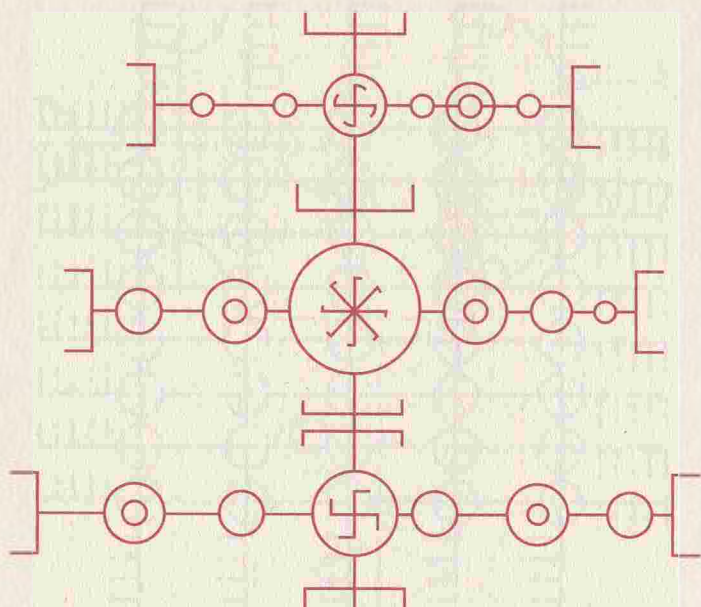
Sun

Inscribe on a pig's belly and color with blood from your nose and the root of your tongue and you will never be cut down by a sword.

[illegible]

Staves of Protection Against Evil Spirits

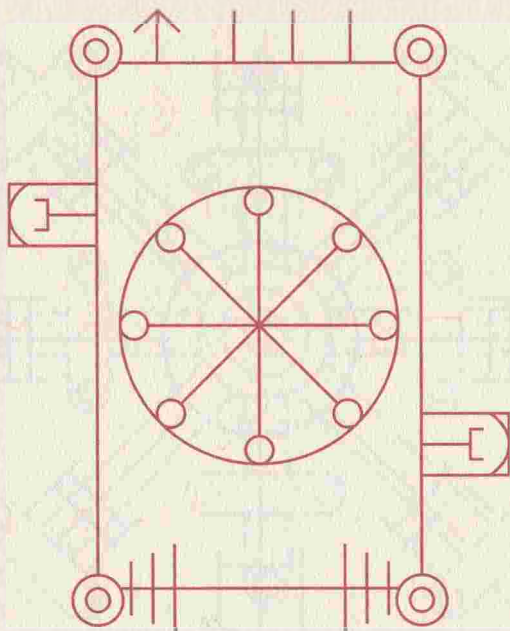
Inscribe these staves on an amnion, using sacramental wine mixed with human blood. Wear them underneath your clothing and you will not be haunted.



*NITZ*RIIPIR
 ITSSA·*RIIPI·SYIT·RIST·I·IIP·PP·BIRI·
 ITI·BIFB·NR·NIT·IT·I·I·NITSTRI·PIT·
 PP·NITTI·PIPI·I*PIPI*ITTI·PP·*PIPI·
 BRIISTIT·PP·*IP·I*PIPI*ITTIPIR·SNP·
 ITPI·SYIT·PP·BITIRPI·ITPIIT·YIP·

Rings of Concealment

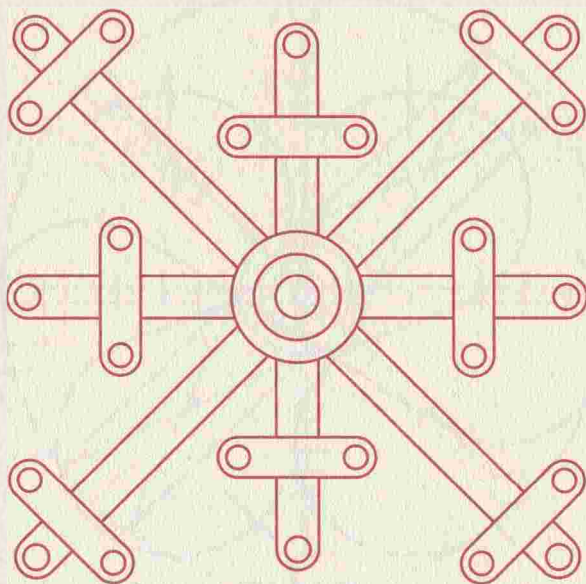
These rings are to be carved in oak and colored with blood from the little toe of the left foot, the little finger of the right hand, and the right breast, and kept hidden in your right hand. No one will be able to see you.



5 7 1 2 0 8 . 7 1 1 . 1 2 . 5 1 1 . 2 1 2 2
 5 2 2 1 2 . 2 1 2 2 1 2 . 5 7 1 2 . 0 8 . 2 1 2 1 . 2 1 2 0 . 1 1 2 0 .
 5 1 2 1 2 2 . 0 8 . * 2 1 2 1 2 2 2 2 . 7 0 1 5 0 1 2 . 2 2 . 5 2 2 .
 5 1 2 1 2 . 1 . 5 7 1 2 0 2 . 2 2 7 0 2 1 2 2 2 2 2 2 . 2 0 2 2 0 .
 5 1 1 . 2 1 2 2 1 2 2 . 1 . 5 0 1 2 1 2 0 2 .

Stave for Seeing a Thief

Inscribe this stave once with your blood and twice with raven's blood, and then sleep on the stave an entire night. You will see the thief in your sleep.

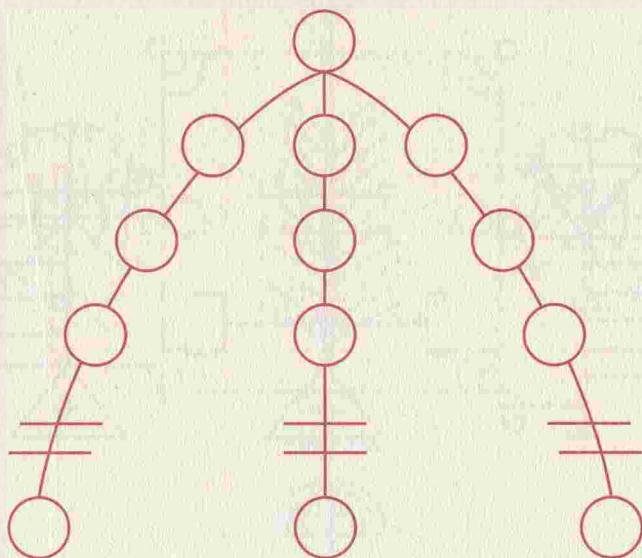


*R14S↑1PDR

4Y1R·4T1P·B11111·1R1R11S↑1DR·B1·*111·
 11·41Y·4BR1T1·B1R·4111·B11·B1T1·1·
 4YDR111·11111·11111·11111·11111·41·4111·B11Y·
 111111Y·R14S↑11·1R·1*1111·B11·1R·*11111·
 *R11·1111·4T1111·Y11·B1·B111S↑

Hills Stave

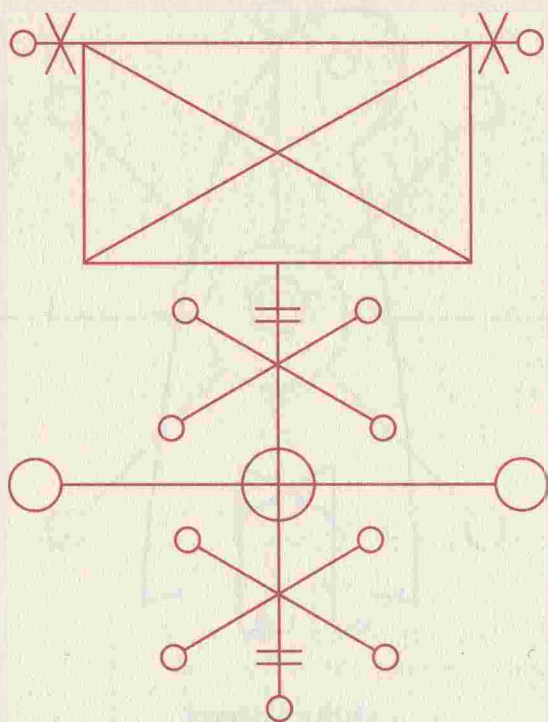
Carve this stave onto a rowan post and whittle it down into a wand. Then color the grooves with blood from beneath the root of your tongue, and then strike with the end upon which the stave is carved. Whether it is a hill or a rock, it will open.



RRRRIRSTIRNR
 TTTTTT·STIR·SYIRTN·RISTT·T·TTNRRP·
 BIR·T·T·*TTTT·BTN·TIT·P·TIT·T·SITTT·
 NTBIR·BRTIRN·SYINTTT·T·TITTTIR·
 SITIRNR·SYIRTN·BIR·T·*TTTT·T·SYITTT·T·
 P·YN·T·T·TTTIT·T·TIT·STNT·

Rowing Stave

Inscribe this stave on leather and color it with your blood, and then place it beneath the oarlock-pin of a boat's oar. You must personally carry it on and off the boat. No one will then row more powerfully than you.



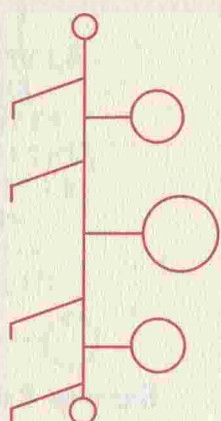
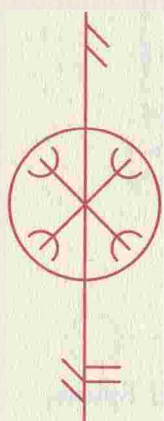
474700. 710. 16. 01111. 000. 111
 111. 01. 0111. 111111. 111111. 111111. 111111. 111111.
 111111. 111111. 111111. 111111. 111111. 111111. 111111.
 111111. 111111. 111111. 111111. 111111. 111111. 111111.
 111111. 111111. 111111. 111111. 111111. 111111. 111111.
 111111. 111111. 111111. 111111. 111111. 111111. 111111.

Þ ʌ ʏ ʏ ʔ · ʙ ɳ ɳ · ɔ ʀ ɪ ʌ ʔ ɪ ʒ ʔ · ʀ ɪ ʏ ʏ ɪ ʀ ·
 ɔ ɪ ʃ ɔ ʏ ʔ ʀ ʏ · ɳ ʃ ʒ ɳ ʃ ʙ ɪ ʃ ɔ ɪ ·
 ʏ ʀ ɪ ɪ ɔ · * ɪ ɪ ʔ ʔ · ɳ ʏ ɪ ɪ ʀ · ɪ ɪ ɔ ɪ ʒ ʔ ·
 ʏ ɪ ɪ ʔ ɪ ʒ ʔ · ɪ ɳ ɔ ɳ ʀ · ʏ ɪ ʀ ʀ ɪ ʒ ʔ · ʒ ɪ ɪ ɳ ɔ ɪ ʀ ·
 * ɪ ʔ ʔ · ʏ ʀ ɪ ɪ ɔ · * ʀ ɪ ɔ ɪ ʒ ʔ · ɔ ʀ ʃ ʔ ʔ ɪ ʀ ·
 * ʀ ɪ ɔ · ʏ ʔ ʀ ʏ · ɳ ɪ ʒ ʔ ɳ ɔ ʏ · ʏ ɳ ɪ ɔ ɪ ·
 ɪ ɪ ʏ ʀ · ɳ ɪ ɪ ʔ · ɪ ʀ ɪ ɪ ʀ · ʒ ʏ ʔ ʀ ɳ ʀ ·
 ɪ ɳ ʀ · ʒ ɳ ɪ ʏ ʀ · ɪ ɳ · ɪ ʀ · ɪ · * ɪ ʏ ɪ ·

Stave to Raise the Dead, Exorcise Evil Spirits, or Lay a Ghost

Inscribe on the scalp of a horse, using a mixture of seal blood, fox blood, and human blood. Recite this verse over the stave when you wish to use it:

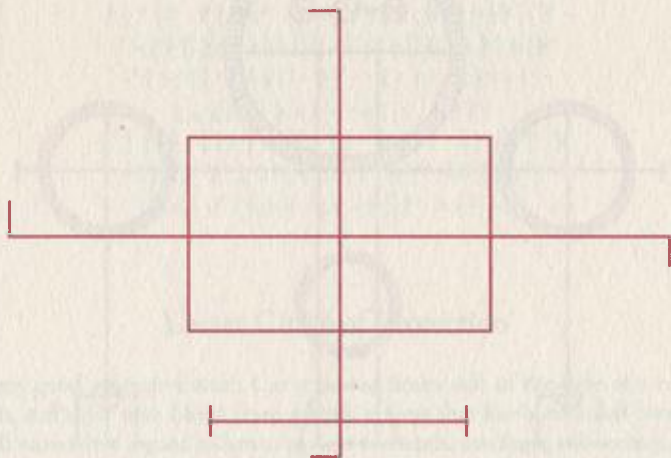
Thick blood, fighters grow weary.
 The nation endures centuries of hardship,
 great destruction, men die,
 wealth is lost, the destitute are shunned.
 Perilous ruin the people dread,
 storm upon storm, plagued by misery,
 heavy remorse, relentless warfare.
 An evil stir haunts the world.



ረገጥ ሰጥጥጥ ሰጥጥ ሰጥጥ ሰጥጥ ሰጥጥ
 ሰጥጥ ሰጥጥ ሰጥጥ ሰጥጥ ሰጥጥ ሰጥጥ ሰጥጥ ሰጥጥ
 ሰጥጥ ሰጥጥ ሰጥጥ ሰጥጥ ሰጥጥ ሰጥጥ ሰጥጥ

Staves for Fishing Well

Inscribe these fishing staves on calfskin or on the hook-sinker itself.



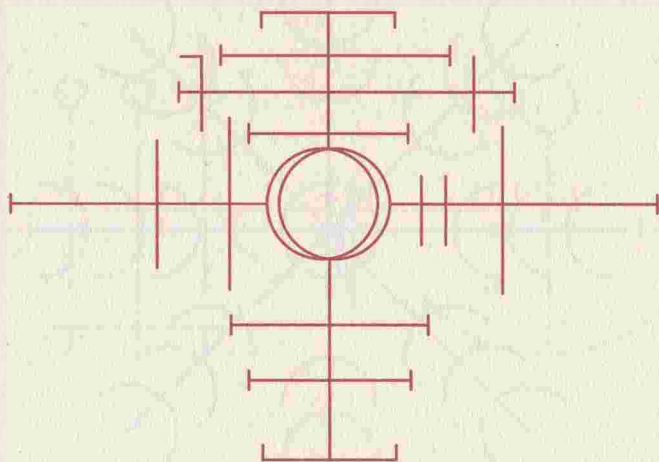
𐀀𐀁𐀂𐀃*𐀄𐀅𐀆𐀇
 𐀈𐀉𐀊𐀋𐀌𐀍𐀎𐀏𐀐𐀑𐀒𐀓𐀔𐀕𐀖𐀗𐀘𐀙𐀚𐀛𐀜𐀝𐀞𐀟𐀠𐀡𐀢𐀣𐀤𐀥𐀦𐀧𐀨𐀩𐀪𐀫𐀬𐀭𐀮𐀯𐀰𐀱𐀲𐀳𐀴𐀵𐀶𐀷𐀸𐀹𐀺𐀻𐀼𐀽𐀾𐀿𐁀𐁁𐁂𐁃𐁄𐁅𐁆𐁇𐁈𐁉𐁊𐁋𐁌𐁍𐁎𐁏𐁐𐁑𐁒𐁓𐁔𐁕𐁖𐁗𐁘𐁙𐁚𐁛𐁜𐁝𐁞𐁟𐁠𐁡𐁢𐁣𐁤𐁥𐁦𐁧𐁨𐁩𐁪𐁫𐁬𐁭𐁮𐁯𐁰𐁱𐁲𐁳𐁴𐁵𐁶𐁷𐁸𐁹𐁺𐁻𐁼𐁽𐁾𐁿𐂀𐂁𐂂𐂃𐂄𐂅𐂆𐂇𐂈𐂉𐂊𐂋𐂌𐂍𐂎𐂏𐂐𐂑𐂒𐂓𐂔𐂕𐂖𐂗𐂘𐂙𐂚𐂛𐂜𐂝𐂞𐂟𐂠𐂡𐂢𐂣𐂤𐂥𐂦𐂧𐂨𐂩𐂪𐂫𐂬𐂭𐂮𐂯𐂰𐂱𐂲𐂳𐂴𐂵𐂶𐂷𐂸𐂹𐂺𐂻𐂼𐂽𐂾𐂿𐃀𐃁𐃂𐃃𐃄𐃅𐃆𐃇𐃈𐃉𐃊𐃋𐃌𐃍𐃎𐃏𐃐𐃑𐃒𐃓𐃔𐃕𐃖𐃗𐃘𐃙𐃚𐃛𐃜𐃝𐃞𐃟𐃠𐃡𐃢𐃣𐃤𐃥𐃦𐃧𐃨𐃩𐃪𐃫𐃬𐃭𐃮𐃯𐃰𐃱𐃲𐃳𐃴𐃵𐃶𐃷𐃸𐃹𐃺𐃻𐃼𐃽𐃾𐃿𐄀𐄁𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕𐄖𐄗𐄘𐄙𐄚𐄛𐄜𐄝𐄞𐄟𐄠𐄡𐄢𐄣𐄤𐄥𐄦𐄧𐄨𐄩𐄪𐄫𐄬𐄭𐄮𐄯𐄰𐄱𐄲𐄳𐄴𐄵𐄶𐄷𐄸𐄹𐄺𐄻𐄼𐄽𐄾𐄿𐅀𐅁𐅂𐅃𐅄𐅅𐅆𐅇𐅈𐅉𐅊𐅋𐅌𐅍𐅎𐅏𐅐𐅑𐅒𐅓𐅔𐅕𐅖𐅗𐅘𐅙𐅚𐅛𐅜𐅝𐅞𐅟𐅠𐅡𐅢𐅣𐅤𐅥𐅦𐅧𐅨𐅩𐅪𐅫𐅬𐅭𐅮𐅯𐅰𐅱𐅲𐅳𐅴𐅵𐅶𐅷𐅸𐅹𐅺𐅻𐅼𐅽𐅾𐅿𐆀𐆁𐆂𐆃𐆄𐆅𐆆𐆇𐆈𐆉𐆊𐆋𐆌𐆍𐆎𐆏𐆐𐆑𐆒𐆓𐆔𐆕𐆖𐆗𐆘𐆙𐆚𐆛𐆜𐆝𐆞𐆟𐆠𐆡𐆢𐆣𐆤𐆥𐆦𐆧𐆨𐆩𐆪𐆫𐆬𐆭𐆮𐆯𐆰𐆱𐆲𐆳𐆴𐆵𐆶𐆷𐆸𐆹𐆺𐆻𐆼𐆽𐆾𐆿𐇀𐇁𐇂𐇃𐇄𐇅𐇆𐇇𐇈𐇉𐇊𐇋𐇌𐇍𐇎𐇏𐇐𐇑𐇒𐇓𐇔𐇕𐇖𐇗𐇘𐇙𐇚𐇛𐇜𐇝𐇞𐇟𐇠𐇡𐇢𐇣𐇤𐇥𐇦𐇧𐇨𐇩𐇪𐇫𐇬𐇭𐇮𐇯𐇰𐇱𐇲𐇳𐇴𐇵𐇶𐇷𐇸𐇹𐇺𐇻𐇼𐇽𐇾𐇿𐈀𐈁𐈂𐈃𐈄𐈅𐈆𐈇𐈈𐈉𐈊𐈋𐈌𐈍𐈎𐈏𐈐𐈑𐈒𐈓𐈔𐈕𐈖𐈗𐈘𐈙𐈚𐈛𐈜𐈝𐈞𐈟𐈠𐈡𐈢𐈣𐈤𐈥𐈦𐈧𐈨𐈩𐈪𐈫𐈬𐈭𐈮𐈯𐈰𐈱𐈲𐈳𐈴𐈵𐈶𐈷𐈸𐈹𐈺𐈻𐈼𐈽𐈾𐈿𐉀𐉁𐉂𐉃𐉄𐉅𐉆𐉇𐉈𐉉𐉊𐉋𐉌𐉍𐉎𐉏𐉐𐉑𐉒𐉓𐉔𐉕𐉖𐉗𐉘𐉙𐉚𐉛𐉜𐉝𐉞𐉟𐉠𐉡𐉢𐉣𐉤𐉥𐉦𐉧𐉨𐉩𐉪𐉫𐉬𐉭𐉮𐉯𐉰𐉱𐉲𐉳𐉴𐉵𐉶𐉷𐉸𐉹𐉺𐉻𐉼𐉽𐉾𐉿𐊀𐊁𐊂𐊃𐊄𐊅𐊆𐊇𐊈𐊉𐊊𐊋𐊌𐊍𐊎𐊏𐊐𐊑𐊒𐊓𐊔𐊕𐊖𐊗𐊘𐊙𐊚𐊛𐊜𐊝𐊞𐊟𐊠𐊡𐊢𐊣𐊤𐊥𐊦𐊧𐊨𐊩𐊪𐊫𐊬𐊭𐊮𐊯𐊰𐊱𐊲𐊳𐊴𐊵𐊶𐊷𐊸𐊹𐊺𐊻𐊼𐊽𐊾𐊿𐋀𐋁𐋂𐋃𐋄𐋅𐋆𐋇𐋈𐋉𐋊𐋋𐋌𐋍𐋎𐋏𐋐𐋑𐋒𐋓𐋔𐋕𐋖𐋗𐋘𐋙𐋚𐋛𐋜𐋝𐋞𐋟𐋠𐋡𐋢𐋣𐋤𐋥𐋦𐋧𐋨𐋩𐋪𐋫𐋬𐋭𐋮𐋯𐋰𐋱𐋲𐋳𐋴𐋵𐋶𐋷𐋸𐋹𐋺𐋻𐋼𐋽𐋾𐋿𐌀𐌁𐌂𐌃𐌄𐌅𐌆𐌇𐌈𐌉𐌊𐌋𐌌𐌍𐌎𐌏𐌐𐌑𐌒𐌓𐌔𐌕𐌖𐌗𐌘𐌙𐌚𐌛𐌜𐌝𐌞𐌟𐌠𐌡𐌢𐌣𐌤𐌥𐌦𐌧𐌨𐌩𐌪𐌫𐌬𐌭𐌮𐌯𐌰𐌱𐌲𐌳𐌴𐌵𐌶𐌷𐌸𐌹𐌺𐌻𐌼𐌽𐌾𐌿𐍀𐍁𐍂𐍃𐍄𐍅𐍆𐍇𐍈𐍉𐍊𐍋𐍌𐍍𐍎𐍏𐍐𐍑𐍒𐍓𐍔𐍕𐍖𐍗𐍘𐍙𐍚𐍛𐍜𐍝𐍞𐍟𐍠𐍡𐍢𐍣𐍤𐍥𐍦𐍧𐍨𐍩𐍪𐍫𐍬𐍭𐍮𐍯𐍰𐍱𐍲𐍳𐍴𐍵𐍶𐍷𐍸𐍹𐍺𐍻𐍼𐍽𐍾𐍿𐎀𐎁𐎂𐎃𐎄𐎅𐎆𐎇𐎈𐎉𐎊𐎋𐎌𐎍𐎎𐎏𐎐𐎑𐎒𐎓𐎔𐎕𐎖𐎗𐎘𐎙𐎚𐎛𐎜𐎝𐎞𐎟𐎠𐎡𐎢𐎣𐎤𐎥𐎦𐎧𐎨𐎩𐎪𐎫𐎬𐎭𐎮𐎯𐎰𐎱𐎲𐎳𐎴𐎵𐎶𐎷𐎸𐎹𐎺𐎻𐎼𐎽𐎾𐎿𐏀𐏁𐏂𐏃𐏄𐏅𐏆𐏇𐏈𐏉𐏊𐏋𐏌𐏍𐏎𐏏𐏐𐏑𐏒𐏓𐏔𐏕𐏖𐏗𐏘𐏙𐏚𐏛𐏜𐏝𐏞𐏟𐏠𐏡𐏢𐏣𐏤𐏥𐏦𐏧𐏨𐏩𐏪𐏫𐏬𐏭𐏮𐏯𐏰𐏱𐏲𐏳𐏴𐏵𐏶𐏷𐏸𐏹𐏺𐏻𐏼𐏽𐏾𐏿𐐀𐐁𐐂𐐃𐐄𐐅𐐆𐐇𐐈𐐉𐐊𐐋𐐌𐐍𐐎𐐏𐐐𐐑𐐒𐐓𐐔𐐕𐐖𐐗𐐘𐐙𐐚𐐛𐐜𐐝𐐞𐐟𐐠𐐡𐐢𐐣𐐤𐐥𐐦𐐧𐐨𐐩𐐪𐐫𐐬𐐭𐐮𐐯𐐰𐐱𐐲𐐳𐐴𐐵𐐶𐐷𐐸𐐹𐐺𐐻𐐼𐐽𐐾𐐿𐑀𐑁𐑂𐑃𐑄𐑅𐑆𐑇𐑈𐑉𐑊𐑋𐑌𐑍𐑎𐑏𐑐𐑑𐑒𐑓𐑔𐑕𐑖𐑗𐑘𐑙𐑚𐑛𐑜𐑝𐑞𐑟𐑠𐑡𐑢𐑣𐑤𐑥𐑦𐑧𐑨𐑩𐑪𐑫𐑬𐑭𐑮𐑯𐑰𐑱𐑲𐑳𐑴𐑵𐑶𐑷𐑸𐑹𐑺𐑻𐑼𐑽𐑾𐑿𐒀𐒁𐒂𐒃𐒄𐒅𐒆𐒇𐒈𐒉𐒊𐒋𐒌𐒍𐒎𐒏𐒐𐒑𐒒𐒓𐒔𐒕𐒖𐒗𐒘𐒙𐒚𐒛𐒜𐒝𐒞𐒟𐒠𐒡𐒢𐒣𐒤𐒥𐒦𐒧𐒨𐒩𐒪𐒫𐒬𐒭𐒮𐒯𐒰𐒱𐒲𐒳𐒴𐒵𐒶𐒷𐒸𐒹𐒺𐒻𐒼𐒽𐒾𐒿𐓀𐓁𐓂𐓃𐓄𐓅𐓆𐓇𐓈𐓉𐓊𐓋𐓌𐓍𐓎𐓏𐓐𐓑𐓒𐓓𐓔𐓕𐓖𐓗𐓘𐓙𐓚𐓛𐓜𐓝𐓞𐓟𐓠𐓡𐓢𐓣𐓤𐓥𐓦𐓧𐓨𐓩𐓪𐓫𐓬𐓭𐓮𐓯𐓰𐓱𐓲𐓳𐓴𐓵𐓶𐓷𐓸𐓹𐓺𐓻𐓼𐓽𐓾𐓿𐔀𐔁𐔂𐔃𐔄𐔅𐔆𐔇𐔈𐔉𐔊𐔋𐔌𐔍𐔎𐔏𐔐𐔑𐔒𐔓𐔔𐔕𐔖𐔗𐔘𐔙𐔚𐔛𐔜𐔝𐔞𐔟𐔠𐔡𐔢𐔣𐔤𐔥𐔦𐔧𐔨𐔩𐔪𐔫𐔬𐔭𐔮𐔯𐔰𐔱𐔲𐔳𐔴𐔵𐔶𐔷𐔸𐔹𐔺𐔻𐔼𐔽𐔾𐔿𐕀𐕁𐕂𐕃𐕄𐕅𐕆𐕇𐕈𐕉𐕊𐕋𐕌𐕍𐕎𐕏𐕐𐕑𐕒𐕓𐕔𐕕𐕖𐕗𐕘𐕙𐕚𐕛𐕜𐕝𐕞𐕟𐕠𐕡𐕢𐕣𐕤𐕥𐕦𐕧𐕨𐕩𐕪𐕫𐕬𐕭𐕮𐕯𐕰𐕱𐕲𐕳𐕴𐕵𐕶𐕷𐕸𐕹𐕺𐕻𐕼𐕽𐕾𐕿𐖀𐖁𐖂𐖃𐖄𐖅𐖆𐖇𐖈𐖉𐖊𐖋𐖌𐖍𐖎𐖏𐖐𐖑𐖒𐖓𐖔𐖕𐖖𐖗𐖘𐖙𐖚𐖛𐖜𐖝𐖞𐖟𐖠𐖡𐖢𐖣𐖤𐖥𐖦𐖧𐖨𐖩𐖪𐖫𐖬𐖭𐖮𐖯𐖰𐖱𐖲𐖳𐖴𐖵𐖶𐖷𐖸𐖹𐖺𐖻𐖼𐖽𐖾𐖿𐗀𐗁𐗂𐗃𐗄𐗅𐗆𐗇𐗈𐗉𐗊𐗋𐗌𐗍𐗎𐗏𐗐𐗑𐗒𐗓𐗔𐗕𐗖𐗗𐗘𐗙𐗚𐗛𐗜𐗝𐗞𐗟𐗠𐗡𐗢𐗣𐗤𐗥𐗦𐗧𐗨𐗩𐗪𐗫𐗬𐗭𐗮𐗯𐗰𐗱𐗲𐗳𐗴𐗵𐗶𐗷𐗸𐗹𐗺𐗻𐗼𐗽𐗾𐗿𐘀𐘁𐘂𐘃𐘄𐘅𐘆𐘇𐘈𐘉𐘊𐘋𐘌𐘍𐘎𐘏𐘐𐘑𐘒𐘓𐘔𐘕𐘖𐘗𐘘𐘙𐘚𐘛𐘜𐘝𐘞𐘟𐘠𐘡𐘢𐘣𐘤𐘥𐘦𐘧𐘨𐘩𐘪𐘫𐘬𐘭𐘮𐘯𐘰𐘱𐘲𐘳𐘴𐘵𐘶𐘷𐘸𐘹𐘺𐘻𐘼𐘽𐘾𐘿𐙀𐙁𐙂𐙃𐙄𐙅𐙆𐙇𐙈𐙉𐙊𐙋𐙌𐙍𐙎𐙏𐙐𐙑𐙒𐙓𐙔𐙕𐙖𐙗𐙘𐙙𐙚𐙛𐙜𐙝𐙞𐙟𐙠𐙡𐙢𐙣𐙤𐙥𐙦𐙧𐙨𐙩𐙪𐙫𐙬𐙭𐙮𐙯𐙰𐙱𐙲𐙳𐙴𐙵𐙶𐙷𐙸𐙹𐙺𐙻𐙼𐙽𐙾𐙿𐚀𐚁𐚂𐚃𐚄𐚅𐚆𐚇𐚈𐚉𐚊𐚋𐚌𐚍𐚎𐚏𐚐𐚑𐚒𐚓𐚔𐚕𐚖𐚗𐚘𐚙𐚚𐚛𐚜𐚝𐚞𐚟𐚠𐚡𐚢𐚣𐚤𐚥𐚦𐚧𐚨𐚩𐚪𐚫𐚬𐚭𐚮𐚯𐚰𐚱𐚲𐚳𐚴𐚵𐚶𐚷𐚸𐚹𐚺𐚻𐚼𐚽𐚾𐚿𐛀𐛁𐛂𐛃𐛄𐛅𐛆𐛇𐛈𐛉𐛊𐛋𐛌𐛍𐛎𐛏𐛐𐛑𐛒𐛓𐛔𐛕𐛖𐛗𐛘𐛙𐛚𐛛𐛜𐛝𐛞𐛟𐛠𐛡𐛢𐛣𐛤𐛥𐛦𐛧𐛨𐛩𐛪𐛫𐛬𐛭𐛮𐛯𐛰𐛱𐛲𐛳𐛴𐛵𐛶𐛷𐛸𐛹𐛺𐛻𐛼𐛽𐛾𐛿𐜀𐜁𐜂𐜃𐜄𐜅𐜆𐜇𐜈𐜉𐜊𐜋𐜌𐜍𐜎𐜏𐜐𐜑𐜒𐜓𐜔𐜕𐜖𐜗𐜘𐜙𐜚𐜛𐜜𐜝𐜞𐜟𐜠𐜡𐜢𐜣𐜤𐜥𐜦𐜧𐜨𐜩𐜪𐜫𐜬𐜭𐜮𐜯𐜰𐜱𐜲𐜳𐜴𐜵𐜶𐜷𐜸𐜹𐜺𐜻𐜼𐜽𐜾𐜿𐝀𐝁𐝂𐝃𐝄𐝅𐝆𐝇𐝈𐝉𐝊𐝋𐝌𐝍𐝎𐝏𐝐𐝑𐝒𐝓𐝔𐝕𐝖𐝗𐝘𐝙𐝚𐝛𐝜𐝝𐝞𐝟𐝠𐝡𐝢𐝣𐝤𐝥𐝦𐝧𐝨𐝩𐝪𐝫𐝬𐝭𐝮𐝯𐝰𐝱𐝲𐝳𐝴𐝵𐝶𐝷𐝸𐝹𐝺𐝻𐝼𐝽𐝾𐝿𐞀𐞁𐞂𐞃𐞄𐞅𐞆𐞇𐞈𐞉𐞊𐞋𐞌𐞍𐞎𐞏𐞐𐞑𐞒𐞓𐞔𐞕𐞖𐞗𐞘𐞙𐞚𐞛𐞜𐞝𐞞𐞟𐞠𐞡𐞢𐞣𐞤𐞥𐞦𐞧𐞨𐞩𐞪𐞫𐞬𐞭𐞮𐞯𐞰𐞱𐞲𐞳𐞴𐞵𐞶𐞷𐞸𐞹𐞺𐞻𐞼𐞽𐞾𐞿𐟀𐟁𐟂𐟃𐟄𐟅𐟆𐟇𐟈𐟉𐟊𐟋𐟌𐟍𐟎𐟏𐟐𐟑𐟒𐟓𐟔𐟕𐟖𐟗𐟘𐟙𐟚𐟛𐟜𐟝𐟞𐟟𐟠𐟡𐟢𐟣𐟤𐟥𐟦𐟧𐟨𐟩𐟪𐟫𐟬𐟭𐟮𐟯𐟰𐟱𐟲𐟳𐟴𐟵𐟶𐟷𐟸𐟹𐟺𐟻𐟼𐟽𐟾𐟿𐠀𐠁𐠂𐠃𐠄𐠅𐠆𐠇𐠈𐠉𐠊𐠋𐠌𐠍𐠎𐠏𐠐𐠑𐠒𐠓𐠔𐠕𐠖𐠗𐠘𐠙𐠚𐠛𐠜𐠝𐠞𐠟𐠠𐠡𐠢𐠣𐠤𐠥𐠦𐠧𐠨𐠩𐠪𐠫𐠬𐠭𐠮𐠯𐠰𐠱𐠲𐠳𐠴𐠵𐠶𐠷𐠸𐠹𐠺𐠻𐠼𐠽𐠾𐠿𐡀𐡁𐡂𐡃𐡄𐡅𐡆𐡇𐡈𐡉𐡊𐡋𐡌𐡍𐡎𐡏𐡐𐡑𐡒𐡓𐡔𐡕𐡖𐡗𐡘𐡙𐡚𐡛𐡜𐡝𐡞𐡟𐡠𐡡𐡢𐡣𐡤𐡥𐡦𐡧𐡨𐡩𐡪𐡫𐡬𐡭𐡮𐡯𐡰𐡱𐡲𐡳𐡴𐡵𐡶𐡷𐡸𐡹𐡺𐡻𐡼𐡽𐡾𐡿𐢀𐢁𐢂𐢃𐢄𐢅𐢆𐢇𐢈𐢉𐢊𐢋𐢌𐢍𐢎𐢏𐢐𐢑𐢒𐢓𐢔𐢕𐢖𐢗𐢘𐢙𐢚𐢛𐢜𐢝𐢞𐢟𐢠𐢡𐢢𐢣𐢤𐢥𐢦𐢧𐢨𐢩𐢪𐢫𐢬𐢭𐢮𐢯𐢰𐢱𐢲𐢳𐢴𐢵𐢶𐢷𐢸𐢹𐢺𐢻𐢼𐢽𐢾𐢿𐣀𐣁𐣂𐣃𐣄𐣅𐣆𐣇𐣈𐣉𐣊𐣋𐣌𐣍𐣎𐣏𐣐𐣑𐣒𐣓𐣔𐣕𐣖𐣗𐣘𐣙𐣚𐣛𐣜𐣝𐣞𐣟𐣠𐣡𐣢𐣣𐣤𐣥𐣦𐣧𐣨𐣩𐣪𐣫𐣬𐣭𐣮𐣯𐣰𐣱𐣲𐣳𐣴𐣵𐣶𐣷𐣸𐣹𐣺𐣻𐣼𐣽𐣾𐣿𐤀𐤁𐤂𐤃𐤄𐤅𐤆𐤇𐤈𐤉𐤊𐤋𐤌𐤍𐤎𐤏𐤐𐤑𐤒𐤓𐤔𐤕𐤖𐤗𐤘𐤙𐤚𐤛𐤜𐤝𐤞𐤟𐤠𐤡𐤢𐤣𐤤𐤥𐤦𐤧𐤨𐤩𐤪𐤫𐤬𐤭𐤮𐤯𐤰𐤱𐤲𐤳𐤴𐤵𐤶𐤷𐤸𐤹𐤺𐤻𐤼𐤽𐤾𐤿𐥀𐥁𐥂𐥃𐥄𐥅𐥆𐥇𐥈𐥉𐥊𐥋𐥌𐥍𐥎𐥏𐥐𐥑𐥒𐥓𐥔𐥕𐥖𐥗𐥘𐥙𐥚𐥛𐥜𐥝𐥞𐥟𐥠𐥡𐥢𐥣𐥤𐥥𐥦𐥧𐥨𐥩𐥪𐥫𐥬𐥭𐥮𐥯𐥰𐥱𐥲𐥳𐥴𐥵𐥶𐥷𐥸𐥹𐥺𐥻𐥼𐥽𐥾𐥿𐦀𐦁𐦂𐦃𐦄𐦅𐦆𐦇𐦈𐦉𐦊𐦋𐦌𐦍𐦎𐦏𐦐𐦑𐦒𐦓𐦔𐦕𐦖𐦗𐦘𐦙𐦚𐦛𐦜𐦝𐦞𐦟𐦠𐦡𐦢𐦣𐦤𐦥𐦦𐦧𐦨𐦩𐦪𐦫𐦬𐦭𐦮𐦯𐦰𐦱𐦲𐦳𐦴𐦵𐦶𐦷𐦸𐦹𐦺𐦻𐦼𐦽𐦾𐦿𐧀𐧁𐧂𐧃𐧄𐧅𐧆𐧇𐧈𐧉𐧊𐧋𐧌𐧍𐧎𐧏𐧐𐧑𐧒𐧓𐧔𐧕𐧖𐧗𐧘𐧙𐧚𐧛𐧜𐧝𐧞𐧟𐧠𐧡𐧢𐧣𐧤𐧥𐧦𐧧𐧨𐧩𐧪𐧫𐧬𐧭𐧮𐧯𐧰𐧱𐧲𐧳𐧴𐧵𐧶𐧷𐧸𐧹𐧺𐧻𐧼𐧽𐧾𐧿𐨀𐨁𐨂𐨃𐨄𐨅𐨆𐨇𐨈𐨉𐨊𐨋𐨌𐨍𐨎𐨏𐨐𐨑𐨒𐨓𐨔𐨕𐨖𐨗𐨘𐨙𐨚𐨛𐨜𐨝𐨞𐨟𐨠𐨡𐨢𐨣𐨤𐨥𐨦𐨧𐨨𐨩𐨪𐨫𐨬𐨭𐨮𐨯𐨰𐨱𐨲𐨳𐨴𐨵𐨶𐨷𐨹𐨺𐨸𐨻𐨼𐨽𐨾𐨿𐩀𐩁𐩂𐩃𐩄𐩅𐩆𐩇𐩈𐩉𐩊𐩋𐩌𐩍𐩎𐩏𐩐𐩑𐩒𐩓𐩔𐩕𐩖𐩗𐩘𐩙𐩚𐩛𐩜𐩝𐩞𐩟𐩠𐩡𐩢𐩣𐩤𐩥𐩦𐩧𐩨𐩩𐩪𐩫𐩬𐩭𐩮𐩯𐩰𐩱𐩲𐩳𐩴𐩵𐩶𐩷𐩸𐩹𐩺𐩻𐩼𐩽𐩾𐩿𐪀𐪁𐪂𐪃𐪄𐪅𐪆𐪇𐪈𐪉𐪊𐪋𐪌𐪍𐪎𐪏𐪐𐪑𐪒𐪓𐪔𐪕𐪖𐪗𐪘𐪙𐪚𐪛𐪜𐪝𐪞𐪟𐪠𐪡𐪢𐪣𐪤𐪥𐪦𐪧𐪨𐪩𐪪𐪫𐪬𐪭𐪮𐪯𐪰𐪱𐪲𐪳𐪴𐪵𐪶𐪷𐪸𐪹𐪺𐪻𐪼𐪽𐪾𐪿𐫀𐫁𐫂𐫃𐫄𐫅𐫆𐫇𐫈𐫉𐫊𐫋𐫌𐫍𐫎𐫏𐫐𐫑𐫒𐫓𐫔𐫕𐫖𐫗𐫘𐫙𐫚𐫛𐫜𐫝𐫞𐫟𐫠𐫡𐫢𐫣𐫤𐫦𐫥𐫧𐫨𐫩𐫪𐫫𐫬𐫭𐫮𐫯𐫰𐫱𐫲𐫳𐫴𐫵𐫶𐫷𐫸𐫹𐫺𐫻𐫼𐫽𐫾𐫿𐬀𐬁𐬂𐬃𐬄𐬅𐬆𐬇𐬈𐬉𐬊𐬋𐬌𐬍𐬎𐬏𐬐𐬑𐬒𐬓𐬔𐬕𐬖𐬗𐬘𐬙𐬚𐬛𐬜𐬝𐬞𐬟𐬠𐬡𐬢𐬣𐬤𐬥𐬦𐬧𐬨𐬩𐬪𐬫𐬬𐬭𐬮𐬯𐬰𐬱𐬲𐬳𐬴𐬵𐬶𐬷𐬸𐬹𐬺𐬻𐬼𐬽𐬾𐬿𐭀𐭁𐭂𐭃𐭄𐭅𐭆𐭇𐭈𐭉𐭊𐭋𐭌𐭍𐭎𐭏𐭐𐭑𐭒𐭓𐭔𐭕𐭖𐭗𐭘𐭙𐭚𐭛𐭜𐭝𐭞𐭟𐭠𐭡𐭢𐭣𐭤𐭥𐭦𐭧𐭨𐭩𐭪𐭫𐭬𐭭𐭮𐭯𐭰𐭱𐭲𐭳𐭴𐭵𐭶𐭷𐭸𐭹𐭺𐭻𐭼𐭽𐭾𐭿𐮀𐮁𐮂𐮃𐮄𐮅𐮆𐮇𐮈𐮉𐮊𐮋𐮌𐮍𐮎𐮏𐮐𐮑𐮒𐮓𐮔𐮕𐮖𐮗𐮘𐮙𐮚𐮛𐮜𐮝𐮞𐮟𐮠𐮡𐮢𐮣𐮤𐮥𐮦𐮧𐮨𐮩𐮪𐮫𐮬𐮭𐮮𐮯𐮰𐮱𐮲𐮳𐮴𐮵𐮶𐮷𐮸𐮹𐮺𐮻𐮼𐮽𐮾𐮿𐯀𐯁𐯂𐯃𐯄𐯅𐯆𐯇𐯈𐯉𐯊𐯋𐯌𐯍𐯎𐯏𐯐𐯑𐯒𐯓𐯔𐯕𐯖𐯗𐯘𐯙𐯚𐯛𐯜𐯝𐯞𐯟𐯠𐯡𐯢𐯣𐯤𐯥𐯦𐯧𐯨𐯩𐯪𐯫𐯬

በጥላላ፡በጥላላ፡በጥላላ፡ላጥላ፡
 ጥላላ፡ጥላላ፡ጥላላ፡ጥላላ፡ጥላላ፡ጥላላ፡
 ጥላላ፡ጥላላ፡ጥላላ፡ጥላላ፡ጥላላ፡ጥላላ፡
 ጥላላ፡ጥላላ፡ጥላላ፡ጥላላ፡ጥላላ፡ጥላላ፡
 ጥላላ፡ጥላላ፡ጥላላ፡ጥላላ፡ጥላላ፡ጥላላ፡
 ጥላላ፡ጥላላ፡ጥላላ፡ጥላላ፡ጥላላ፡ጥላላ፡
 ጥላላ፡ጥላላ፡ጥላላ፡ጥላላ፡ጥላላ፡ጥላላ፡
 ጥላላ፡ጥላላ፡ጥላላ፡ጥላላ፡ጥላላ፡ጥላላ፡

Lesser Circle of Protection

A very good protective stave. Carve on the fleshy side of the hide of a russet bitch, and color with blood from a black tomcat that has been killed beneath a full moon. It is a good talisman against revenants, sendings, and sorcery. It is useful to recite the following: "May help come to me from the earth, victory from the sun, bliss from the moon, support from the stars, and strength from the angels of the Lord." But if you wish to expel a ghost flashing with fire or a devil, you should spit, splash lant at it, and hold out the hide with the stave, saying the following:

Away with the wind send the evil spirit
 vivid wishes to perturb his obstinacy;
 may the magic's powerful fire his flesh
 shrink, may he feel the pain and burn inside.
 May the arrow pierce the dolt's ears,
 the bitter poison, may the shot bite him,
 may he be filled with foul cysts
 may sudden death destroy the oaf.

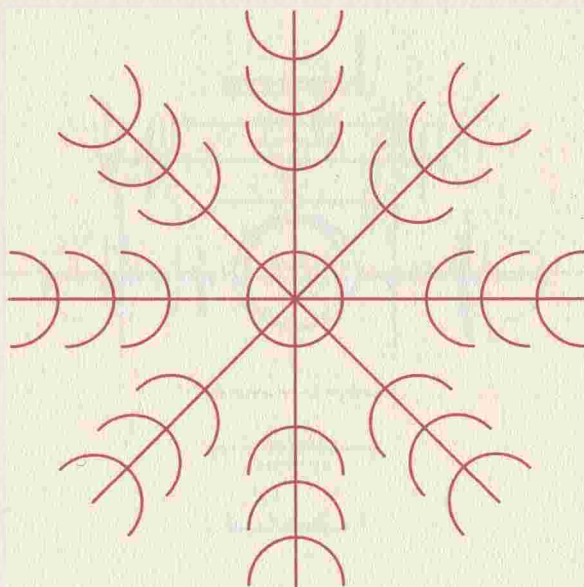


RFT14YRFF44-4T1Y14
 *111-4Y1T-R14T1-14NR1YRBR11T-FF-
 B1R1-B11-1-4YNRB11T-FF-R14T-1Y*NT1Y14-
 4T1Y11T-Y1T-Y1YRNT1Y-1T1T1-1-NT1Y4FF-
 1T1NR-*111-11-*11YB1B-NT1-

Stefnr's Rotas Cross

Inscribe this cross on lignite and color the grooves with blood, then carve this verse around the stave with speech-runes, and it can be of great help:

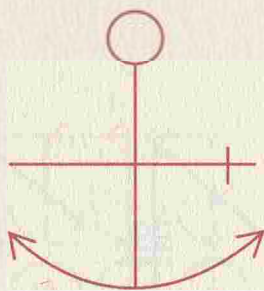
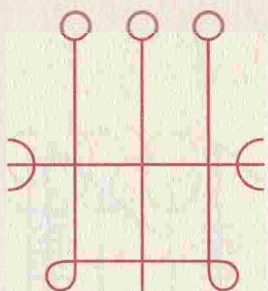
Jesus' bloody death, and torment,
 that saves us from destruction,
 I place between me and thee,
 spirit of the power of darkness.



RFT4SYRFS4
 1P+TNR·N1R+1R4T1PNR·4Y1T·*1P1·41Y1·
 1R1R1Y1T1·1P·1+4T14T1PNR·1·N1P1

Rotas Cross

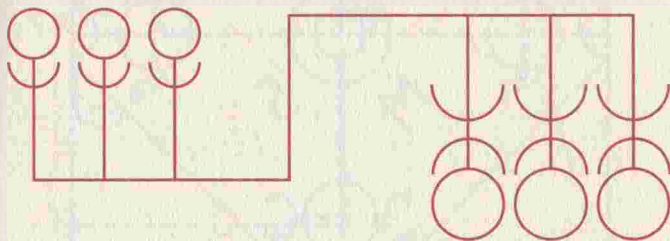
Excellent protective stave. To be used with the same formula as the previous stave.



4011111111
 R141.1.111111.111111.111111.111111.111111.111111.
 4111111111.111111.111111.111111.111111.111111.111111.
 1111111111.111111.111111.111111.111111.111111.111111.

Sleep-Thorn

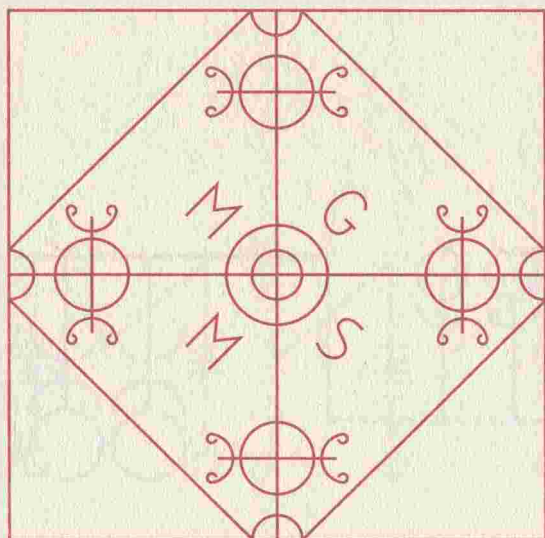
Carve on oak and color the grooves with your own blood, and then place it in secret on the crown of a man's head.



4T1PDR·YFT·FNIT·BITNY
 TP·FNIDR·BITT·TRITTTIR·YIT·NIT·BIT·TATIR·
 BITTIT·4T1P·NITIR·NIT4TRI·*TITI·

Stave Against Your Enemy

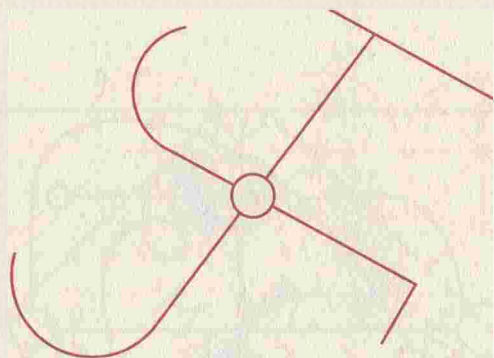
If your enemy disputes with you, carry this stave in your left hand.



Y N T T I N P I R S T I P N R
 T T T T R S I * I T T P I Y I T P R T I
 Y N T T I N P I R S T I P N R S I Y * T P R T P R S * P P N T

Washbasin Stave

This is the ancient Washbasin Stave, which has a Pórr's Head.



ትጥሩና ጥላቻዎች
 ከእነዚህ ጉዳዮች አንዱ የሆነው የጥላቻው ምን ዓይነት ሆኖ ሊገኝ ይችላል፡፡
 ለምሳሌ፡፡

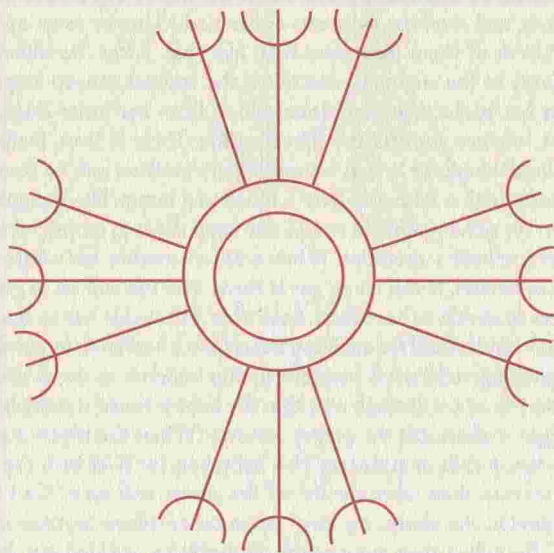
Pórr's Hammer

One of the most powerful talismans there is, for every type of magic. For instance, with a Þórr's Hammer, you may discover who has stolen from you if something of yours has gone missing. For this hammer, you are to have church-bell copper, stolen thrice. The hammer is to be tempered in human blood on Whitsunday, between the reading of the Epistle and the Gospel. A spike must be forged of the same material as the hammer. You are to jab the hammer's head with the spike and say: "I drive it into the eye of Vígfáðir, I drive it into the eye of Valfáðir, I drive it into the eye of Ásaþórr". The thief will then fæl pain in his eyes, if he does not return what he stole. If this procedure is repeated, the thief will lose one eye, and if it proves necessary to perform the procedure a third time, he will lose his other eye as well. There is another procedure: steal a copper bell from a church between the reading of the Epistle and the Gospel, and from it make a hammer. When you wish to know who has stolen from you, take a sheet of paper and draw upon it at least one human eye, but best would be to draw the entire head with both eyes, using your own blood (see the previous stave: Cranium). On the other side of the paper, the appropriate magical stave is to be drawn. Next, a steel stylus is to be placed on one of the eyes, and the other end struck with the Þórr's Hammer, saying at the same time: "I bring pain to the eye (or: I knock out the eye) of the man who stole from me." The thief will then lose one of his eyes, or both, if he does not give himself up first.

that it will try to spring from her bosom. The woman must then be on her guard against the tilberi being seen. The prescribed punishment for a woman discovered with a tilberi in her possession was to be burned with the tilberi on her, or drowned; such an evil, ungodly practice this was considered to be. But it was not considered irrefutable proof unless the tilberi was chased beneath the woman's skirt, and then the skirt was either tied to her or sewn up below the tilberi, and both of them dispensed with like that. After the tilberi has been fully animated in the way now described, the woman can no longer tolerate having it at her breast; she then draws blood from her inner thigh, leaving a little lapper, whence she lets the tilberi suckle. There it lives, feeding on the woman's blood whenever it is at home. Tilberi-mothers can be recognized by how they walk with a limp and have a blood-red bump, like a nipple, on their inner thigh. Yet tilberi-mothers would also keep them in empty tubs or barrels in the pantry, at least sometimes. When a tilberi-mother has a baby and there is milk in her breasts, it will try to get at them. Her life will be in grave danger if it manages to suckle at her breast, because it will suckle her to death.

A tilberi can be used for suckling others' ewes and cows at pasture; it then returns at milking-time to its mother's pantry window, as she is churning the butter. Tilberi-mothers arrange it so that the butter-churn stands, as it is being churned, right underneath the pantry window. When the tilberi comes to the pantry window, it calls in and says, "Full belly, bóa," or "Off with the churn-lid, móa." The woman then takes the lid off the churn, and says: "Cast it up, dear son," or "Spew in the churn, my boy," while other tilberi-mothers say: "Let it loose, son." The tilberi then regurgitates all that it has suckled into its mother's butter-churn. The butter that is made from tilberi-vomit is called "tilberi-butter," but if you inscribe an image called a "Butter Knot" on it, it bursts into small pieces, until nothing is left of it but what looks like tiny flakes of curdled milk, or else it coagulates into froth.

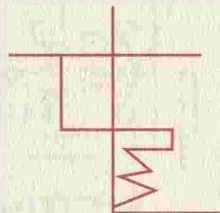
A tilberi could be used for more than just suckling milch-cows or stealing milk. It could also be made to steal wool, and it would wrap the wool around itself. When a tilberi-mother grows old and tired, the tilberi pesters her so much that she can no longer tolerate letting it suckle through her thigh-nipple; she then sends it up to the mountains and orders it to gather lamb droppings from three pastures, which it does with excessive gusto, wanting to do everything it can to return home to its mother as soon as possible, without giving a second thought to overworking itself. As proof of this practice, people have pointed to the not-uncommon discovery of human ribs next to piles of lamb droppings up in the highland pastures. A tilberi can be extremely quick, dashing over hillocks and slopes. They appear to roll like clews or bundles wool, or else they somersault along, end over end. Stories are told of how men have ridden them down, yet only on exceptionally swift horses. A tilberi may be killed by shooting it with a silver button marked with a Butter Knot. Otherwise the shot will be ineffective.



4 ↑ 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

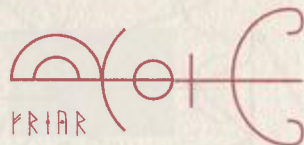
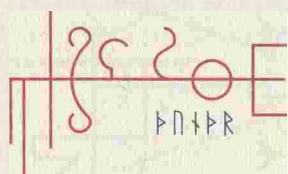
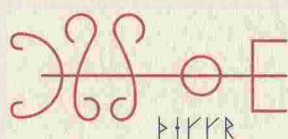
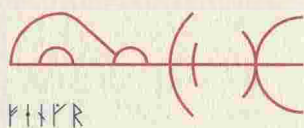
Stave Against Animal Bites

For animal bites, clip this stave on the forehead of one of your wethers.



Animal Bites

65



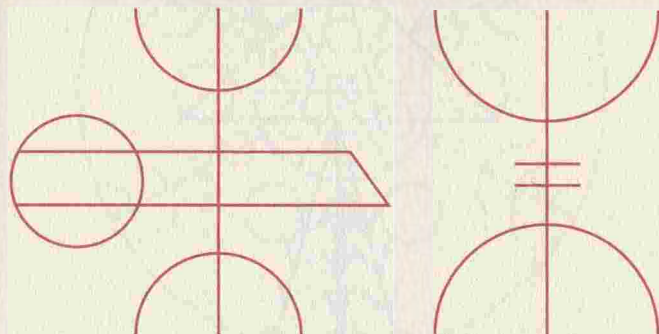
YRT · 4TTRINIR · BTR · TRFN · FR · YN4NY

Against Stefnivargar, both Foxes and Mice

Carve these staves with dog's blood on a fox pelt, and walk clockwise and counterclockwise over the hills and high verges of your farmland. Recite spells and invocations until all the noxious creatures have been gathered together. Then bind them and kill them with this exorcistic verse:

A poetic ode I recite,
utterly to befuddle the fox-snouted
sharply biting sheep-ogre
exorcism in a ditty,
racked, scorched, scourged,
black-shrouded, deprived of peace
rotted into rigor, put entirely to sleep,
driven out, scattered over the earth,
frightened, deprived of life's bliss,
destitute of all the world's charms,
exiled, damaged,
may it dwindle into dust, be left dead.
I let my prayer subside.

Runes in the stave: Prumr, Fengr, Þekkr, Fjölur, Pundr, Freyr

[illegible]

Reaping Staves

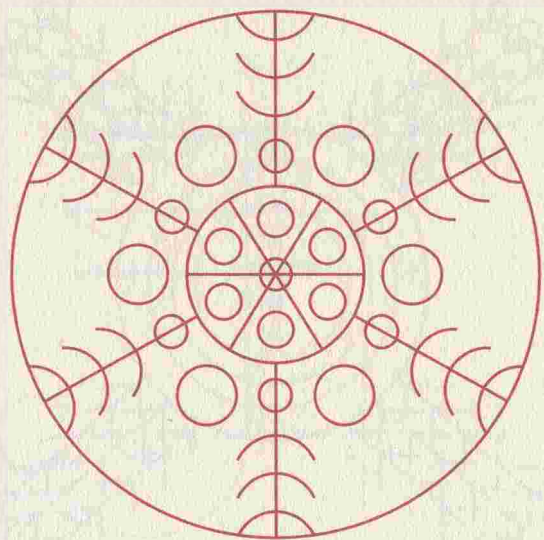
These staves are to be carved on the upper nib of a scythe, and colored with blood from a radial artery of the left hand.



RFT 15YRFSS·TIRIK·IRIS·*ITT·YIRI
 RFT 15YRFSS·TIRIS·YIRISYIT·RIS 1·1·
 IIR·FF·BITRI·*ITT·BIT·IR·NITS 1·
 NISITIRIRIF·YIS 1NITIS 1YBIT 1NIT·
 YNIT·1·ITIRIT·1·1·1·1·1·1·

Greater Rotas Cross of Earl Eiríkur

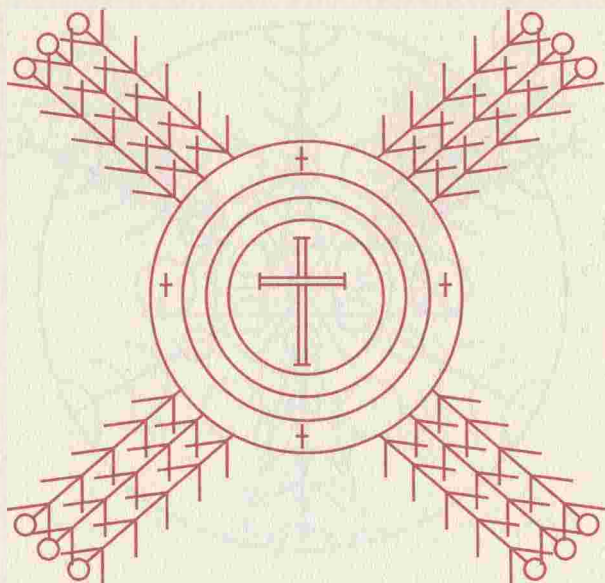
Carve the Greater Rotas Cross of Earl Eiríkur on oak and color it with a mixture of blood from the left index finger and sacramental wine, and no evil will beset you.



RFT 14PRFSS · IIRIK · IIRIS · *IIT · YIIT
 RFT 14PRFSS · IIRIS · IIRIS · *IIT · YIIT · 4P 1P
 RIS T 1 · 1IIP · BIR 1 · BIR · 1 · 4P NRPIIT · NR ·
 *IPRI · BIRST 1IIT · IP · NISTRI · PRIPRI

Lesser Rotas Cross of Earl Eiríkur

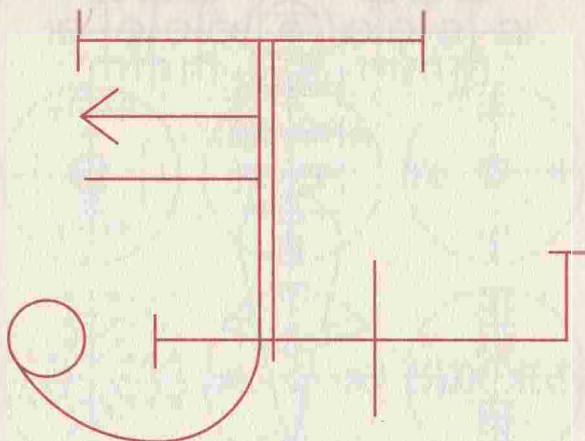
The Lesser Rotas Cross of Earl Eiríkur is to be carved on oak, and the grooves colored with blood from the right mammary vein and left ring-finger.



RRTT14YRRTSS·BR14T4144·T14YBR14T1R
 T14T14·4T1Y·4Y1T·R14T1·1·T1Y·RY·B1R1·
 1·4Y1RRT144·BR14T4T14RB14·RY·Y1441114·
 RY·11R·*144·1111·

Rotas Cross of Pangbrandur the Priest

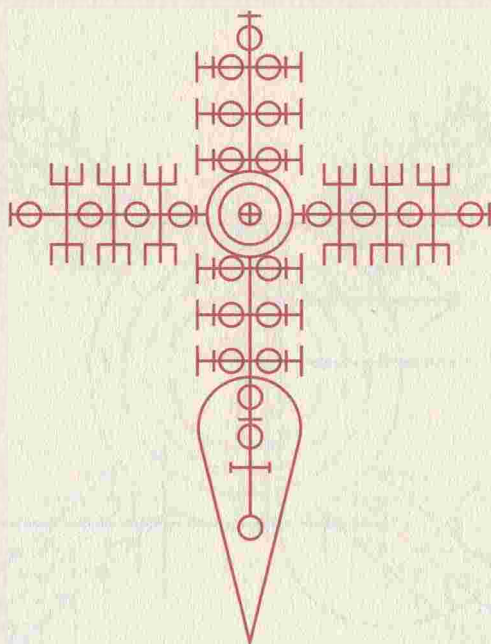
This stave is to be carved in oak, and the grooves colored with a mixture of blood from the mammary vein and sacramental wine, and it will guard against evil.



Y I S S A T I T P I S T I P N R I T T . P P I T T
 P T T T I . I R . Y I S S A T I T P I S T I P N R I T T . P P I T T .
 S I Y . * N I R . P I T T . B R N P I . T P T I R . T I P I T .
 P T P P T T I .

Delusion Stave Óðinn

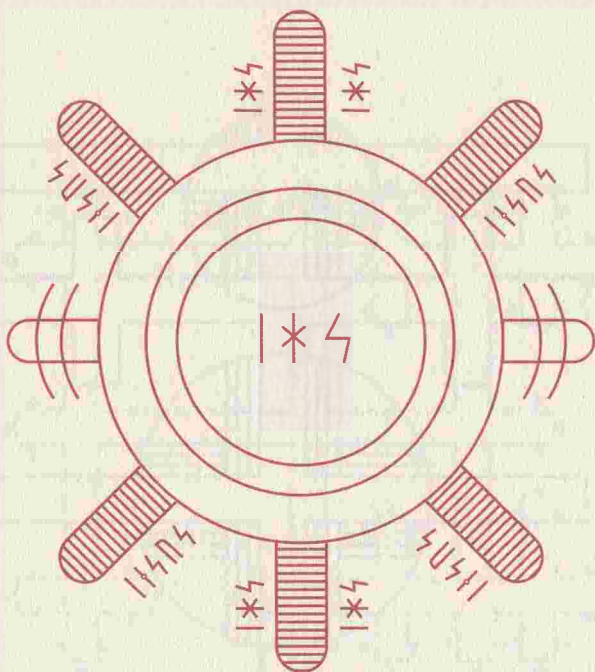
This is the Delusion Stave Óðinn, which may be used at will.



RRTT14YRRT44·P11P4·TRXPPN1411R
 P11111·RRTT14YRRT44·4Y11·R14T1·1·
 11Y1R4B11P·PP·B1R11·*111·Y1114B11P·PP·
 Y144N11T·T11·41Y114B11P·4Y11·N1R1·NR·
 N141P11P11·1·*1P11·*1111P·Y144N11T11·
 *1P11·1111R4·*R1PNR·P11·1P11·

Rotas Cross of Ólafur Tryggvason

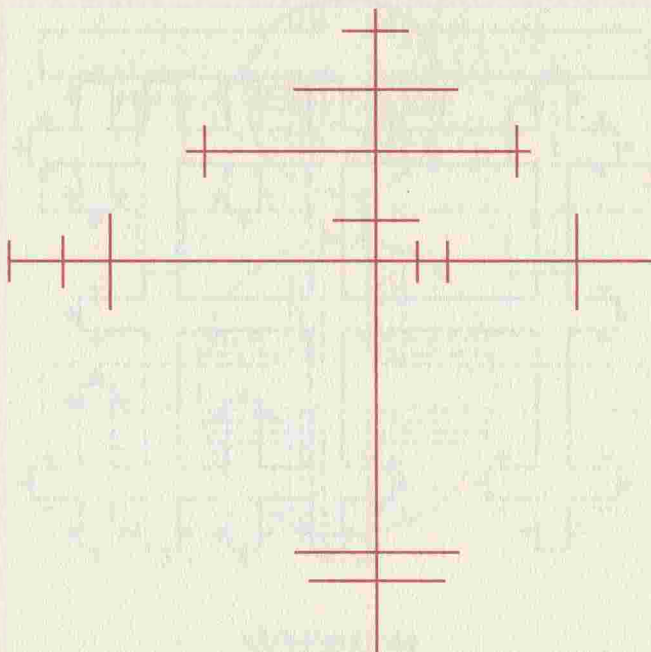
This Rotas cross is to be carved onto an oaken tablet and colored with a mixture of human blood and sacramental wine. The blood is to be from the index finger of the right hand and the sacramental wine blessed, otherwise it will be ineffective.



R F T 1 4 Y R F 4 4
 R F T 1 4 Y R F 4 4 · 1 1 1 1 1 1 · 4 Y 1 1 · * 1 1 1 · 4 T F R 1 1 F Y ·
 B 1 R 1 · 1 * 1 1 R F 1 1 · 4 1 R · Y F T · F F T 1 1 1 1 Y ·

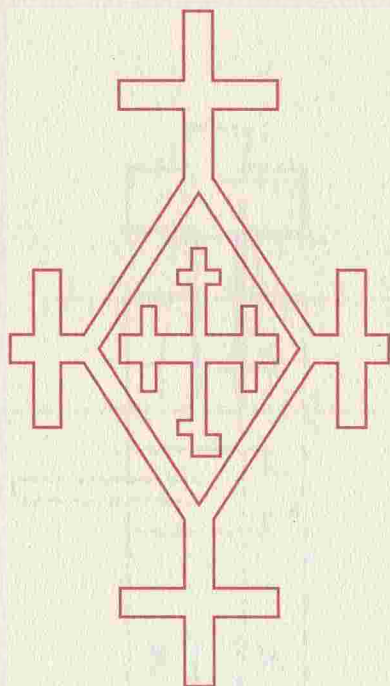
Rotas Cross

This Rotas cross should be large, and worn on the crown of the head as a defense against ethereal spirits.



ᚱᚱᚠᚠᚠᚱᚱᚠᚱ

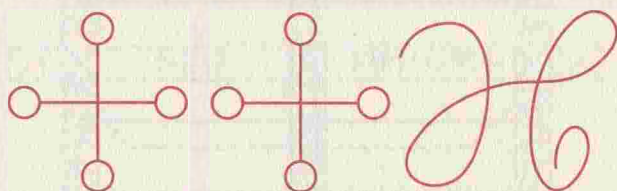
Rotas Cross



RĀTĀS RĀS
 RĀTĀS RĀS · BĀRĀ · *ĀR ·
 RĀS RĀS · RĀS RĀS · RĀS RĀS ·

Rotas Cross

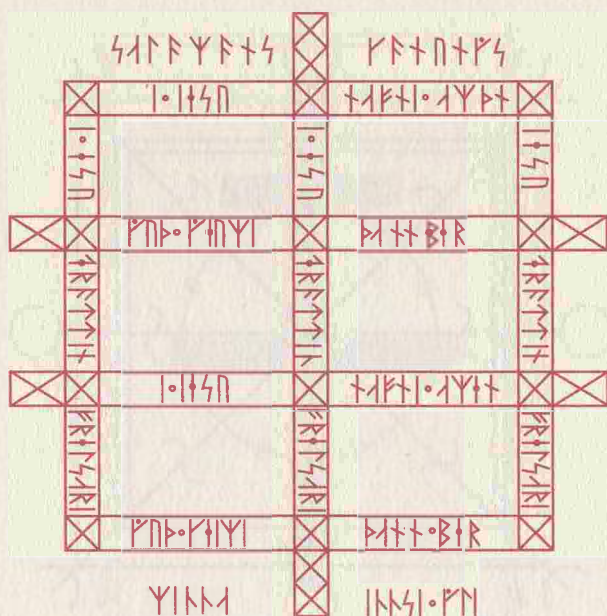
This Rotas cross was borne by our old ancestors.



П#Rт·PтPт·*1TPI
 TP·Y1BПR·*1T1R·BIP·SIPPI·Bт·BтS4т·
 4T1Pт·1·BтPтBтPт·Pт·Pт·ПтPт·*PтПт·
 *PтПY·PтPтПтPтPтPт·

Protection Against Hatred

If someone hates you, inscribe these staves on book-velvet, and secretly lay them beneath his head.

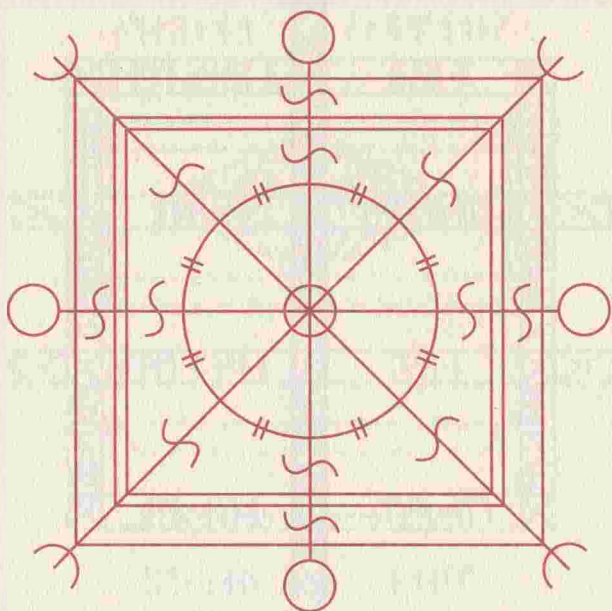


ሩሳቸሃቸተሩ ቸተበተረሩ ሃተተላተተሳሃሽ
 ተተረበ ተተተተ ሃተተ ሃተተ ሃተተ ሃተተ ሃተተ
 ቸተተ ቸተተ ቸተተ ቸተተ ቸተተ ቸተተ ቸተተ

Lesser Seal of King Solomon

Runes on the stave:

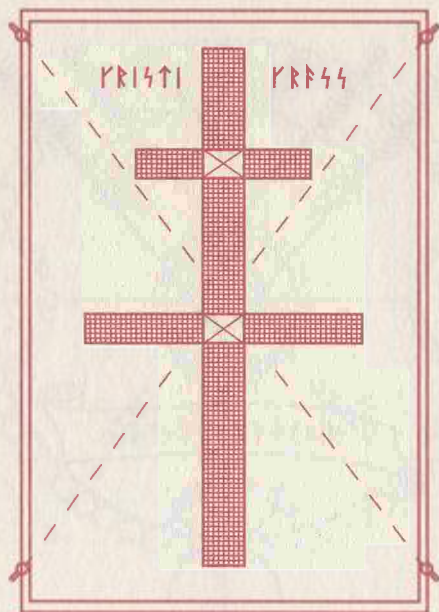
In Jesus' name, amen – God preserve the bearer – Jesus Lord savior.



41P11T4*RI1P0R
 01R11R4T1P0R

Signet Ring

Protective stave.

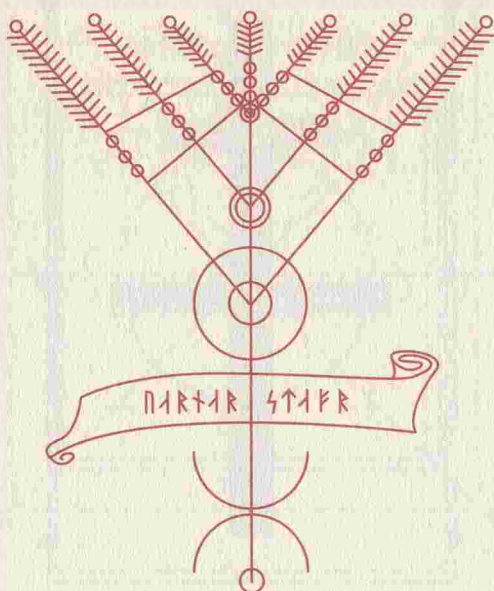


YRISATI·YRISAT
 IRIYRIY·NIRISATIRIR·YRISATI·IRIR·BIR·
 I·IRIR·IRIR·IRIR·

Cross of Christ

Seal and protective stave against evil, both at sea and on land.

Runes in the stave: Cross of Christ

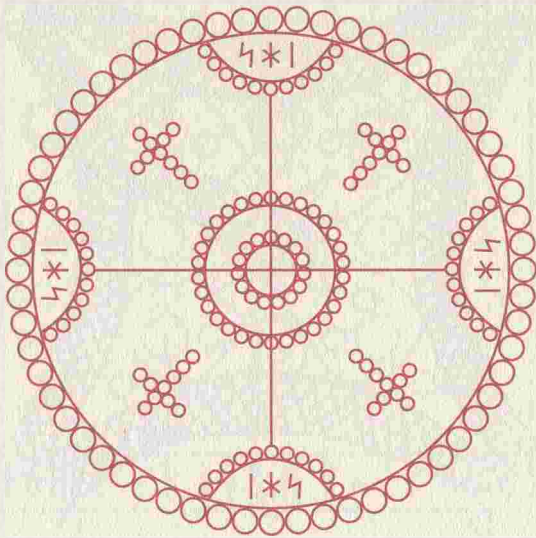


IRITINIR * ITT YIT
 NIRIR SITIR BITITIT SITIR ITT * ITTIT
 TIR * NITIR BITIR

Lesser Rod of Aaron

Protective stave. This stave should be hung over your fam door.

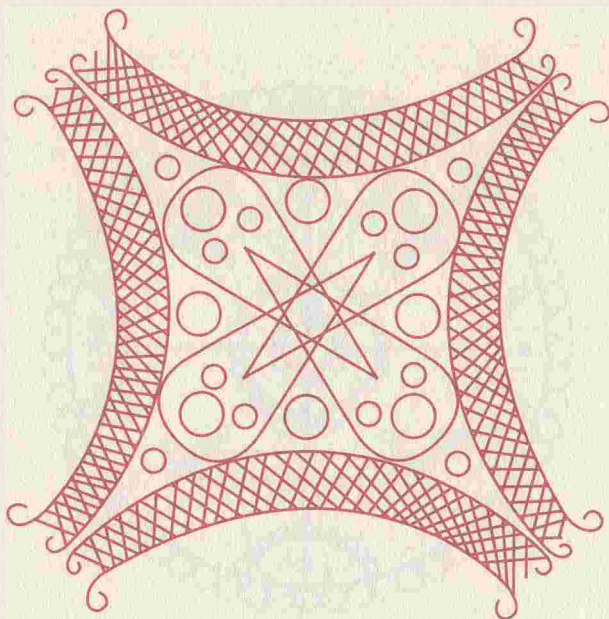
Runes in the stave: Protective stave.



|1|B1R|1|P0R·111P111N41R·4TR1B4Y1114
 *111·4Y11·R14T1·1·4NRT1RBR111·NBB·NR·
 B1B1·411N·NR·11P1B·1·*1PR1·*1111P·
 N114TR1·BR1B4T1B11P·*1P1·*1111P·
 111T·14Y1R·B1P·

Defensive Ring of the Soldier Longinius

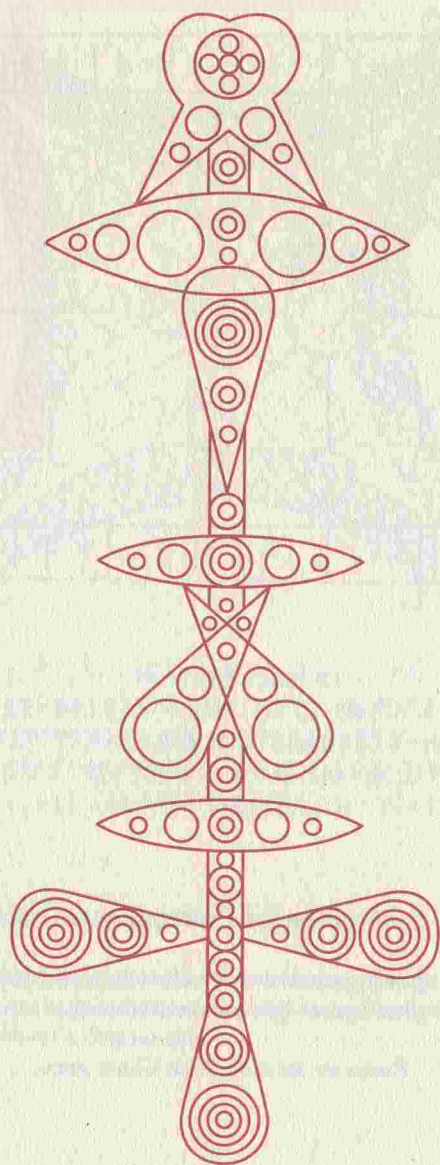
It is to be carved on lignite and colored with blood from a radial artery of your right hand and left mammary vein, and borne if evil besets you.



*I I B I R Y R T S S . P P . I T T S I P N . * I I I P S . I T T I
 I P T T N R . N I R T I R S T I P N R . Y T T . T R I N P N Y . P P .
 S T T I T P N Y . P P . S T T R . * I T N R S T P N Y . I P T N R .
 * I I Y . I P T N R . T I T . T I S S . T R . S T T I R . B T S T I .
 I B R T I B I . I . S I P T I R I T T I . T R T P I T T . I . Y I T T S S I T T .

Defensive Cross and the Seal of the Holy Spirit

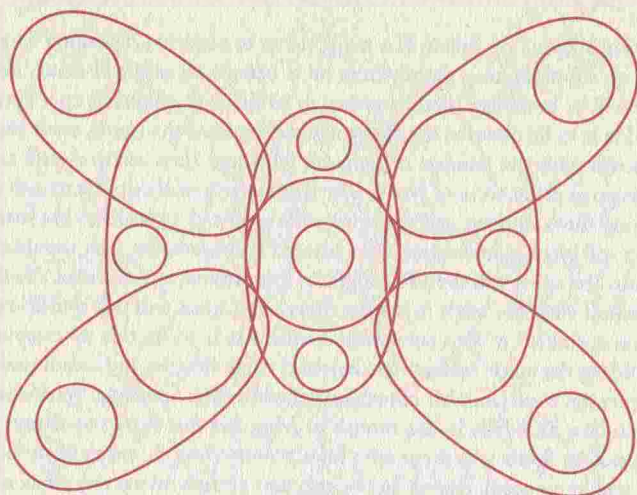
Excellent protective stave against ghosts and sendings. It repels the forces of hatred, turning them back to the one who sent them. The best covering for a Speaking Spirit, drawn on human skin.



Convicts' Seal, Protective Stave of a Speaking Spirit, and Covering for a Speaking Spirit

Acquiring a Speaking Spirit: If a man wishes to acquire a Speaking Spirit, he should go off alone to a place where he is certain no one will come, because his life will be in danger if he is spoken to while he is conjuring up a Speaking Spirit. He is to lie down in the shade and turn toward the north, cover his nose and mouth with the amnion of a mare's fetus and then recite a spell such as Satorarepo or other verse of power. The amnion will sink into the mouth of the one doing the conjuring, and the spirit will come and try to enter the man. The amnion will block it, and when it has entered his mouth, the man should clench his teeth. The spirit will then be caught in the amnion, and the man should put the amnion with the spirit in it into a box. The spirit will not speak until the man has sprinkled it with consecrated wine. He is to do this by carrying the box holding the spirit beneath his kerchief when he goes to Communion. He then spits the wine from his mouth into the box. The Speaking Spirit may also be given dew that falls in the month of May, but this does not always work. The Speaking Spirit tells those who have it everything that they wish to know, but it prefers to speak during heavy rain and storms, when the wind is from the east. If the Speaking Spirit escapes from the box, it will make the man who owned it insane, because it will enter its owner.

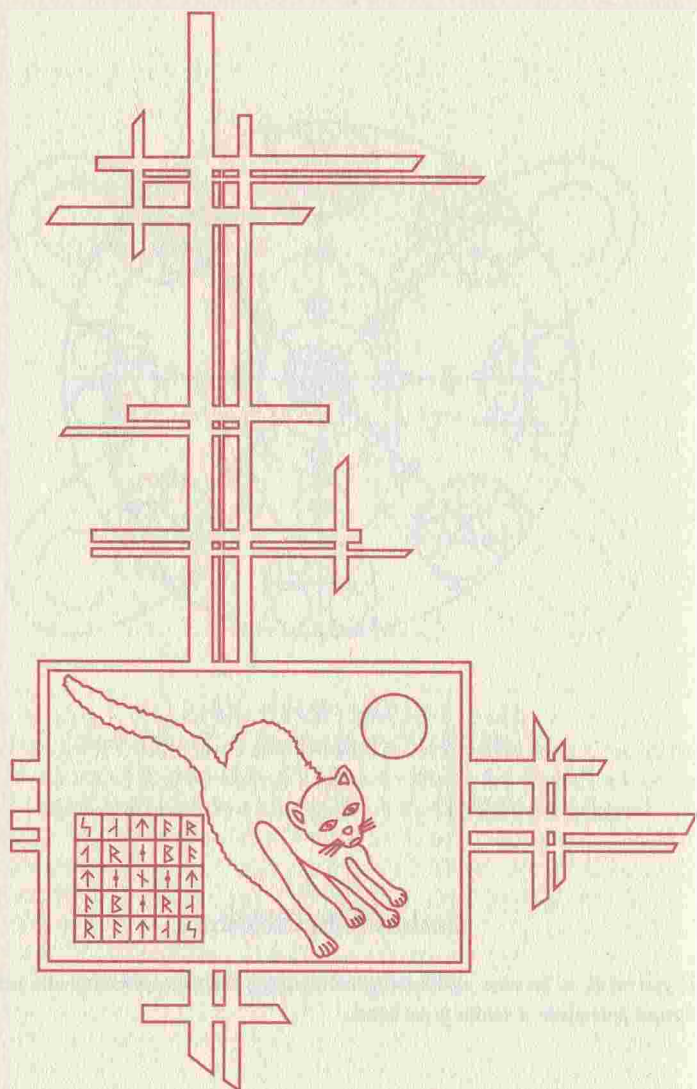
A Speaking Spirit is the ghost of a dead man, and the spirit can pass from person to person over the course of many centuries. When the owner of a Speaking Spirit is doomed to die, the spirit begins to lie to him, but not before. It is then best to hand over the spirit to a new owner who can make good use of it, or else bury it in the ground. Once the Speaking Spirit has grown extremely old, it speaks very unclearly, due to age and neglect. It is then best to do away with it by burying it in the ground, but everything must be done well and securely. The spirit is to be buried in its box, after the sign of the cross is made over it carefully. Then the spirit's grave must be marked with the best Rotas cross, and finally sealed with the Convicts' Seal. There is a curse attached to the Speaking Spirit: in the place where it is buried, couples will never get along; the woman will be so extremely long-winded that the man will not be able to get a word in edgewise except for, "True what you say, my dear" — precisely when the woman is jabbering and lying to her utmost.



4YI#IPIIR·IRFI4
 IITTIIR·YFIPIIR·PIRIIR4TIPIIR·

Shield of Aaron

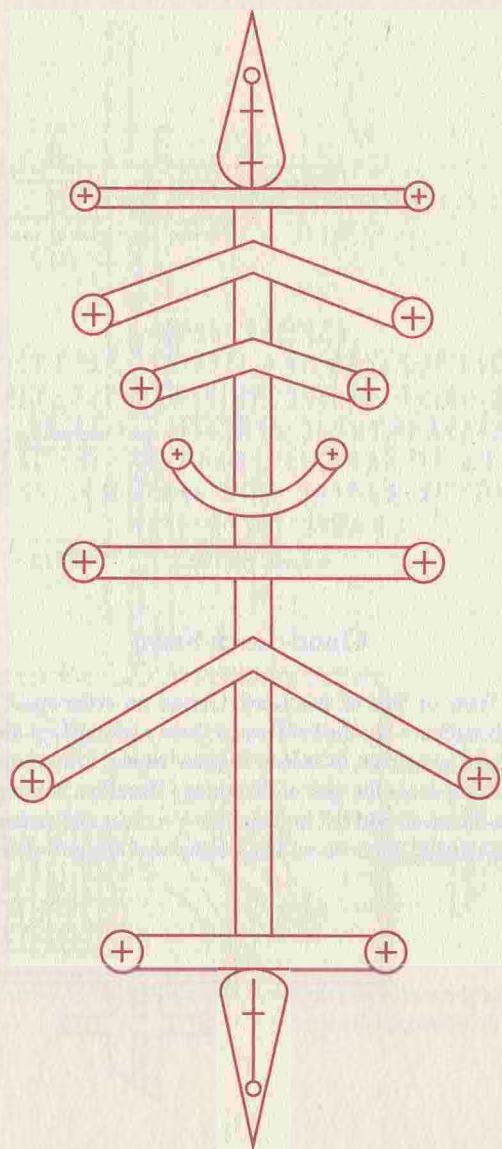
This is a good protective stave.



ገበየሁን ገበየሁን
 ገበየሁን ገበየሁን ገበየሁን ገበየሁን ገበየሁን
 ገበየሁን ገበየሁን ገበየሁን ገበየሁን ገበየሁን
 ገበየሁን ገበየሁን ገበየሁን ገበየሁን ገበየሁን
 ገበየሁን ገበየሁን ገበየሁን ገበየሁን ገበየሁን
 ገበየሁን ገበየሁን ገበየሁን ገበየሁን ገበየሁን
 ገበየሁን ገበየሁን ገበየሁን ገበየሁን ገበየሁን

Good-Luck Stave

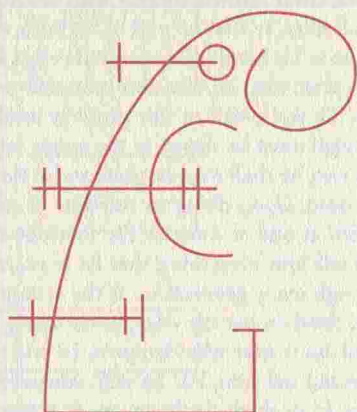
Good-Luck Stave or Seal of the Lord. Carved on cedarwood. Used with a Dream-of-Christ Stave or a Seal of Jesus, to have a triumphant dream and for a bad dream not to come true, or at least to come to very little. Anyone who tells no one his dreams loses the gift of dreaming. Therefore, any man or woman who dreams a dream should tell his dream to a rock or cliff rather than no one at all. He who remains silent about his dreams loses the gift of dreaming.



I dreamed a
Of that drea
On the hills

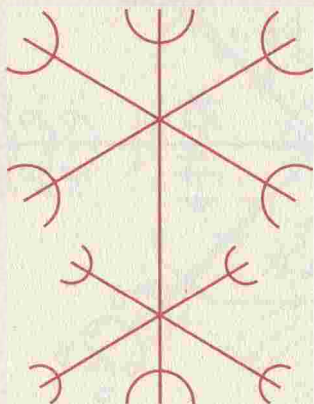
Concerning Vigils at Crossroads

Concerning vigils at crossroads (see Crossroads-Vigil Staves I and II). He who intends to hold a vigil at a crossroads in order to learn things is to make his preparations on New Year's Eve and take along a gray cat, a gray sheepskin, the hide of a walrus or an old bull, and an ax. With all of these things, the necromancer shall go out to a crossroads, each road of which lies in a straight, unbroken line to four churches. At the intersection itself, the conjurer is to lie down, cover himself entirely with the hide and tuck it in beneath him carefully on all sides, so that no part of his body sticks out from beneath it. He is to hold the ax in his hands and stare at its edge, looking neither to the right nor the left, no matter what he witnesses, nor utter a single word, even if he is spoken to. He shall lie stock-still in this position until dawn of the next day. He who holds the vigil must be versed in the magic arts, and after he has prepared himself in this way, he shall then begin to recite the spells and formulas used for calling up the dead. Upon doing so, relatives of his will come to him, if any of them are buried at one or more of the four churches to which the roads lead, and they will tell him everything that he is eager to learn, past events and future ones, through many generations. If the necromancer has the steadfastness to keep his gaze fixed on the axe-edge, never taking his eyes off it, and never utters a single word, no matter what happens, he will not only remember everything that the deceased tell him, but he will, whenever he wishes afterward, be able to seek news from them freely concerning everything he desires to know, by holding such a vigil. In addition to what has just been outlined, elves and hidden folk will stream to the one holding vigil the entire night. They are unable to reach their destinations as long as the necromancer is keeping vigil at the crossroads. They will offer him gold and jewels and every sort of worldly delight in order to confuse him and break his concentration, but he must not pay them any heed. And if he acts as if it all means nothing, he will find himself the owner of all their delights and treasures as soon as day dawns. The temptations will become harder to resist the closer it draws to morning. Then enchantingly beautiful elf maidens will come with the most delicious wine and steaming-hot delicacies of every conceivable quality. No magician up until now has been able to withstand these treats, as far as is known. Even the great and mighty prophet Jón Krukkur let himself be distracted by warm drippings just before dawn. He had steadfastly remained silent at every tempting offer all through the night, and an enormous quantity of treasures and delicacies had piled up next to him. But finally, just before daybreak, an elf-maiden came to him with a ladle of warm drippings and offered it to him; to Jón, warm drippings was the best food of all. He then made a mistake, when he looked away and said: "Seldom have I refused the drippings." At that, he lost all of the treasures and delicacies that had previously been offered to him and that were lying beside him. Afterward he stood up, and day dawned. Following this, Jón became befuddled and little in command of his senses.

[illegible]

To Win a Legal Case

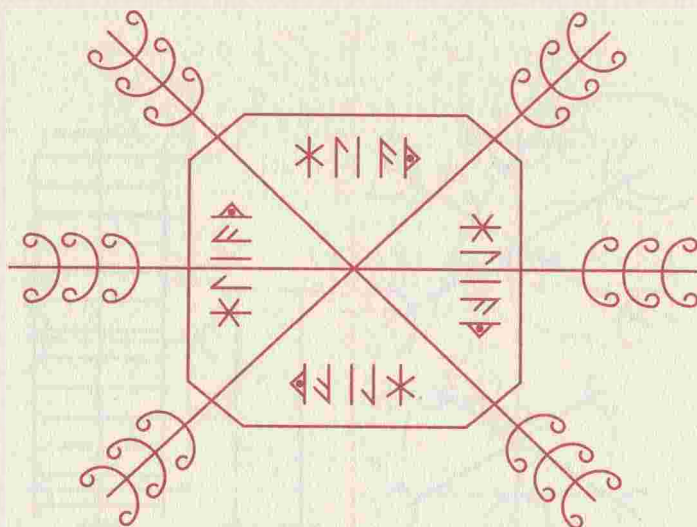
If you wish to have the support of others in legal cases, wear these staves inside your clothing, and most people will support your case.



ʁR1ʃʃʃʃʁR1ʁ↑1Rʃ↑1ʁ1R
 ʁ1ʁ1·*1↑R1·ʃʁ·1ʃʃY·*ʃʃʃʃʃʃY

French-Script Staves Against Hatred and Evil Thoughts

Carve them on oak and color them with blood from your septum, and then wear it on the crown of your head.

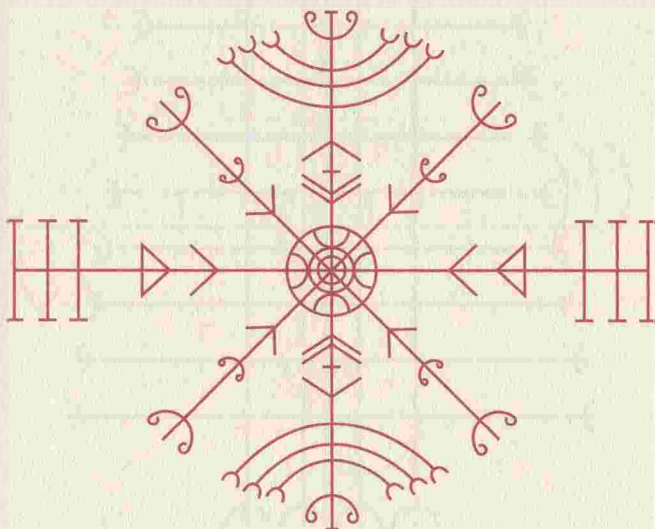


B I R R I I I I I I . B I P I I R S T I P N R
 T I I . I B . I I T I . S T N I P N . B I P I I . A P I R .
 I I A I I R Y I I . B I . R I S T . B I I I I I . S T I P . I . P S T .
 I B I . B R I N B . P P . P I P . * I I I B . I T I .

Bare Stallion – Stave of Silence

To make a girl keep a secret, inscribe this stave on cheese or bread and give it to her to eat.

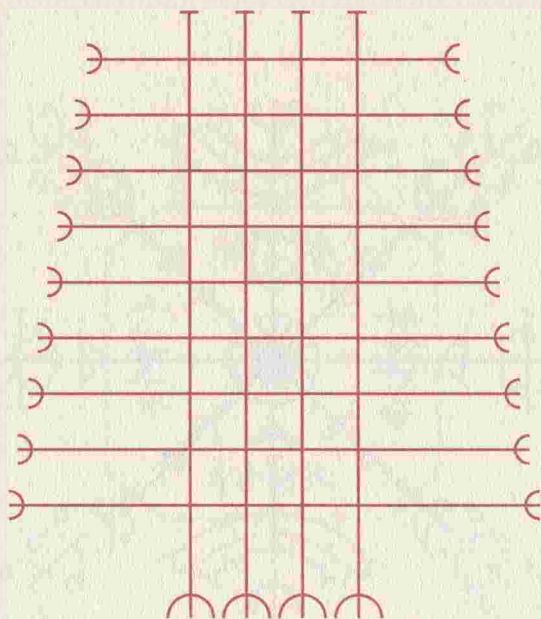
Runes on the stave: Silence



በተገኘህ ሃይል
 ላይ ስለሚገኝ ሰው ስለሚገኝ ሰው ስለሚገኝ
 በተገኘህ ሃይል ላይ ስለሚገኝ ሰው ስለሚገኝ ሰው ስለሚገኝ

Power Amplifier – Stave for Returning

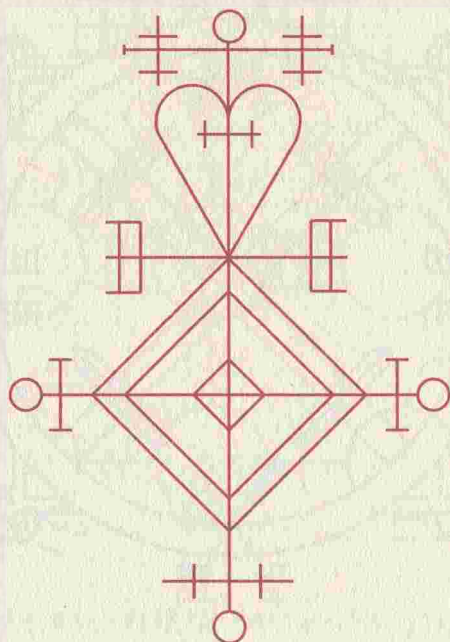
A Power Amplifier is to be inscribed on lignite and the grooves colored with blood, then placed between your breasts, and you will not suffer evil and will return home safe and sound, whether you travel by sea or land.



ΠΙΤΤΙΤΤΙΤΤΙΤΤΙΤΤΙΤΤΙΤΤΙ

Greater Blusterer

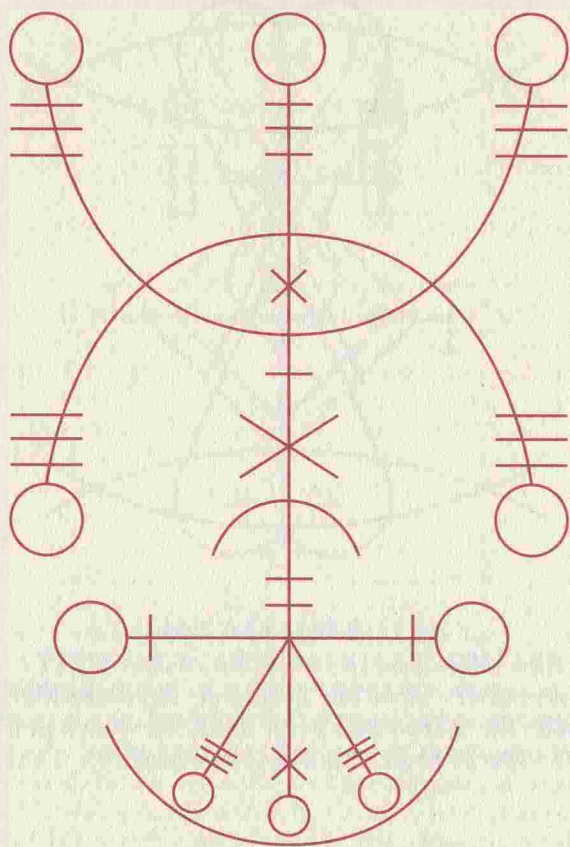
This is to be cut on the head of a ling, colored with your blood and hung up on a pole where the sea and land meet at the high-water mark, and the points without semicircles should be turned in the direction whence the wind is coming.



4 T 1 P N R . T I R . 1 B . P 1 . 4 T N I P N
 P 1 1 1 1 1 . 4 T 1 P . 4 P 1 P T N . 4 P R I P 1 . 1 . 4 N I 1 1 1 1 1 . N R . B N P 1 .
 P 1 1 N A R . N I 1 4 T R I . P 1 R N P R T N 1 1 . P P . P 1 T 1 . 4 I P 1 1 .
 4 T N I P N 1 1 1 1 1 1 . 1 . * 1 1 N Y . 1 1 T N R I 1 1 P T P P . P 1 R P T N .
 P 1 . P 1 P 1 . 1 B . B I P 1 1 * 1 1 R . P P I R . P 1 P . P R 1 Y 1 R .

Stave to Win a Girl

Inscribe this stave on a pig's belly with blood from your left nipple, and have the girl sleep on it overnight. You will not need to entreat her again.



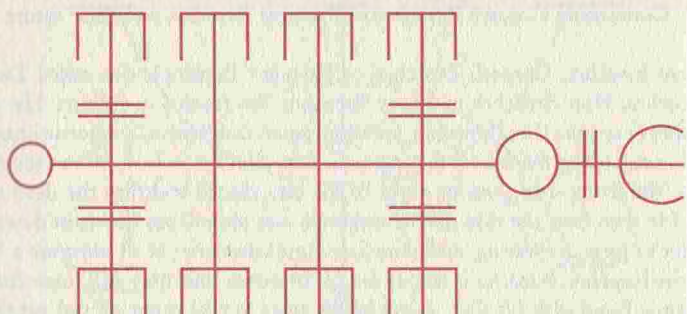
ՔԻՎ*ՐԻԻՔՈՐ.ԻԹԻ.ԻԵՐՔԻՐ ԻՐՏԴ ԻՔՈՐ.
ՔԻՐԱՅԻՏԴ.ԻՊԻՔԻՆՅ

Fire Ring or Corpse's Breeches Stave

— kept in the scrotum —

Concerning Corpse's Breeches or Payment Breeches and their nature

These breeches, Corpse's Breeches or Payment Breeches, also called Devil's Breeches, Finn Breeches or Papey Breeches, are created as follows: He who wishes to acquire these breeches, makes an agreement with a living acquaintance of his regarding the use of that person's skin after he is dead. When the man dies, the living man goes by night to the churchyard and digs the dead man up. He then flays the skin off the corpse in one piece from the waist down, in order to form a covering, and therefore must take care not to puncture a hole in the breeches. Next he is to put on the breeches, and they will immediately become fused with his skin, unless he manages to take them off and put them on someone else. But before the breeches will be of any use to anyone, he must steal a coin from a destitute widow on one of the three major feast-days of the year, between the reading of the Epistle and the Gospel, and preferably the day after he has put them on, and places this coin in the scrotum of the Corpse's Breeches. Following this, the breeches will draw money from the living, so that the scrotum will never be empty when the owner puts his hand into it; but he must be careful not to remove the stolen coin from there. The one shortcoming with these breeches is that he who owns them cannot remove them or get rid of them when he wishes, yet all his spiritual keeping depends on his having removed them before he dies, besides the fact that this body will be swarming with lice if he dies while wearing them. He has no other choice, then, but to get someone else to put them on, and this can be done in only one way: he must first remove the right leg, and the person taking over the breeches must step into it immediately. But once the other is in them, there is no turning back, even if he wishes, because if he tries to get out of them again, he finds that he is now in the left leg as well, without knowing how it happened. He cannot free himself from them in any other way except for the aforementioned one. The Corpse's Breeches keep their powers as they pass from person to person, and never tear.



Y1NB1T1Y1
 R1S1T1P1T1T1T1T1S1T1P1T1B1T1Y1N1B1R1T1P1T1N1
 P1P1B1R1Y1T1T1N1Y1B1R1T1S1T1P1T1R1B1T1P1T1
 Y1NB1N1Y1P1P1S1P1N1Y1

De aCloser

Carve this stave on a beechwood tablet, and carry it between your breasts both when buying and selling.



4YIYD1R4T1PDR
 R14T·B11111·4T1P·1·11Y1R4T1P·1B1·
 4B111B·P·Y14T1·P·R1R·P1TDR·PDR1R·
 B114·Y·YDR·4YIY1PDR·DRB1P·R1R·P1R·
 R14T14Y1T·4T1P111·Y1B·4T1P*11P·

Fear Stave

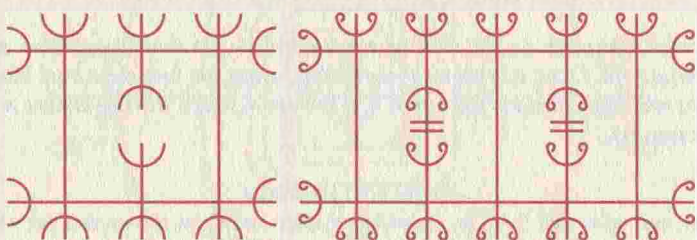
Carve this stave on an oaken staff or board, and cast it at your enemy's feet, and he will be terrified of you. The stave is to be carved with a steel knife.

Ring Helm or Tide-Mouse Stave

Inscribe this stave on the skin of a female black cat that has strayed and become wild. Draw it with a raven's feather, using the first menstrual blood of an unspoiled maiden, and attach it to the net in which the tide-mouse is to be captured.

To Catch a Tide-Mouse

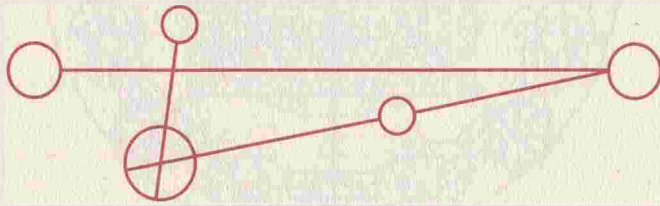
First, one takes hair from an unspoiled maiden and from it weaves a net with meshes so small that the mouse can be caught in it. This net is to be laid where one knows there is money to be found on the bottom of the sea, because tide-mice cannot be found anywhere other than where there is gold and silver. The net needs to lie there for only one night, if the location is chosen correctly, and the mouse will be in it by the next day. Now the mouse is taken home, and put wherever one intends to keep it. It should be kept in either a barrel of wheat or in a box, given maiden's hair to lie on and wheat to eat. But its abode must be prepared in such a way that it cannot escape; because it will constantly want to get back to the sea. The Tide-Mouse Stave or Ring Helm is to be spread over the mouse and never removed. Next, a coin should be stolen and placed in the maiden's hair beneath the tide-mouse; it will then draw money from the sea: each day a coin as large as the one that was first placed beneath it— but that coin must never be taken out, because then the mouse will no longer draw money. The person who owns the tide-mouse must also take care to be prepared either to transfer it to another person or to the sea before he dies; because if he does not do so, he may suffer a great deal of damage. If its owner dies, the tide-mouse will go of its own accord back to the sea, and will cause terrible swells. This will put everyone who is at sea in danger. Terribly foul weather will also occur on land, and threaten to overturn everything. Thus, tide-mouse storms are considered to be the most dangerous and damaging of all, and are called Mouse-Squalls.



BRATSTNATIR
 RIST·PISIS·STIR·BRAT·PIT·PIT·PIT·PIT·
 PRIS·PIT·BRAT·PIT·PIT·PIT·PIT·PIT·PIT·
 PIT·PIT·PIT·PIT·PIT·PIT·PIT·PIT·PIT·
 PIT·PIT·PIT·PIT·PIT·PIT·PIT·PIT·PIT·

Grinding Staves

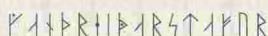
Carve these staves on your whetstone and place grass on it. Then sharpen your knife with your back to the sun and do not look at the edge. The former on top; the latter beneath the whetstone, and the knife will bite.



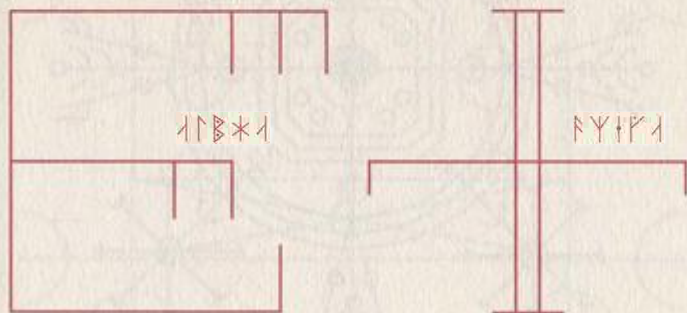
ÞRIN YS T I P N R · * I T · Y T I R I
 R I S T · Þ I T T I T · S T I P · I · R I N Þ P R I T I P ·
 S P P · I · * P I N Y ·

Greater Dream Stave

Carve this stave on Norway spruce, and sleep on it.



He who wishes to ride through the air like a witch shall inscribe this stave on a bleached horse's skull with two types of blood: from the man himself as well as from a horse, combining it in thirds, two parts being the horse's blood, from beneath the frog of the hoof of the right foreleg, and the third part from beneath the big toe of the man's left foot. The stave is to be drawn with a chicken feather, and he who has a witch-ride bridle will then be able to ride through air and water, wherever he feels like going. A witch-ride bridle is created by digging up a newly buried man and cutting a strip of skin from the length of his spine. This will be used for reins. Next, the dead man must be scalped, and the scalp will be used for the bridle. The dead man's lingual bone is to be used for the bit and his hip bones for cheekpieces. A spell also needs to be recited over it, and then the bridle is finished. All that needs to be done is place the witch-ride bridle over a horse's head. It will then fly into the air with whomever is riding it, and fly faster than lightning wherever its rider wishes, creating a great whistling sound.

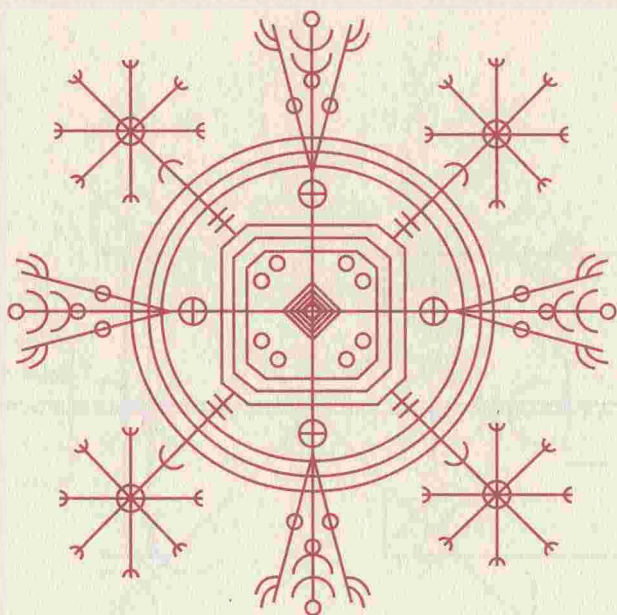


ԻՌԿԿՈՏԴՊԻՐ
 Կ. ՈՒՐԻՆ. ԻՐՈՒԿՈՒ. ԿԻՔ. ԻՎԻՔ. ԻՎԻՔ. ԻՎԻՔ.
 ԻՎԻՔ. ԻՎԻՔ. ԻՎԻՔ. ԻՎԻՔ. ԻՎԻՔ.

Good-Luck Staves

To prevent all forms of bad luck at sea and on land, carry this stave on your person.

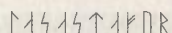
Runes on the stave: Alpha – Omega



*N N I I * I I Y N R
 R I S T I S T · I S N R T I R B R I T T · N R · Y I T T S ·
 T T · * R I T T S B N T I · I S I Y T · Y T T ·
 * R I T T S * T I T I · T · Y I T T S I S T R N ·

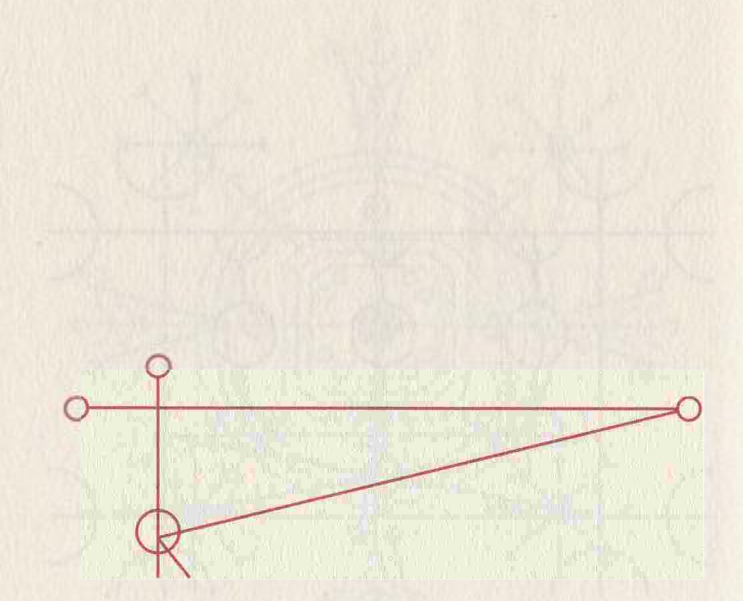
Helm of Concealment

Carved on lignite colored with human and raven's blood, along with a raven's brain and a human paunch. Mix nine drops of human blood as follows: three drops from the index finger of the left hand; three from the ring-finger of the right hand; two from the right nipple, and one from the left. Next, take a live raven and stab it in the heart, and let six drops of its blood blend with the human blood. Next, melt the raven's brain and the human paunch together, and mix it with the blood. Then inscribe the stave with magnetized steel on lignite; the steel must have been tempered in human blood. This stave will then conceal you whenever you wish.



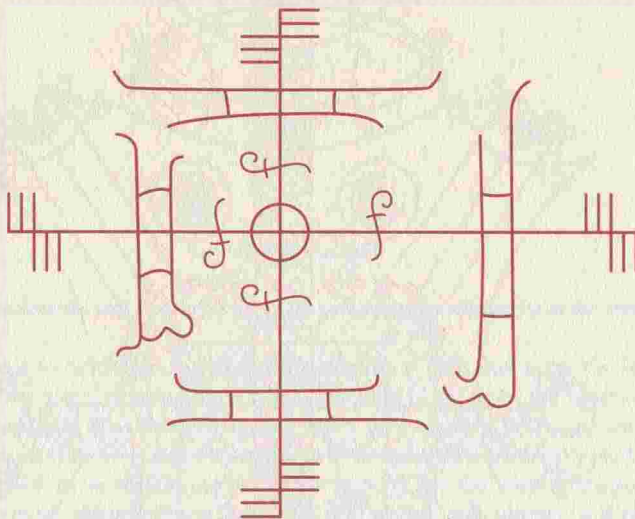
Lock Stave

129

[illegible]

Lesser Dream Stave

This stave is to be carved on killer oak, as it is called, and laid beneath the head of the one who wishes to dream.



41P0R YTRV
 BR0Y1B.1.1111 410Y1P1B0Y.1P.
 1111BR0Y.

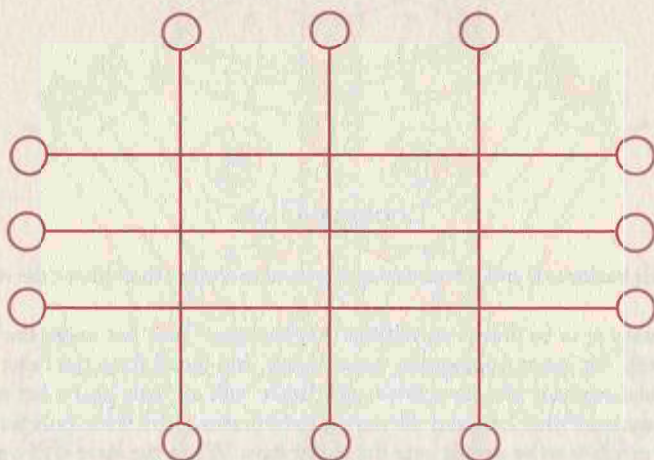
Victory Sign

Used on promontories against fog and adverse weather.

Looking-Glass

Reveals backwards and forwards, for years and centuries, throughout the world

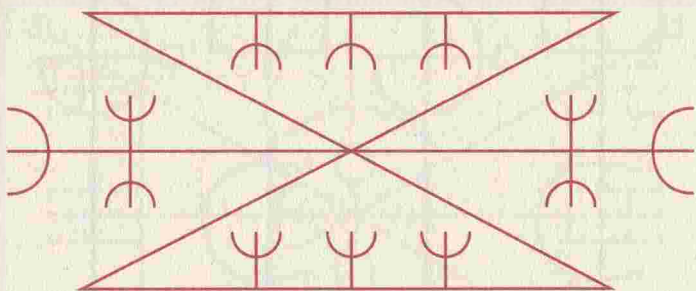
This stave is to be drawn on calfskin that has never been out under the bare sky, with the water from within a raven's eye, and blood from the heart of a man and woman, who have loved each other with all their hearts but never consummated their love; and the stave is to be drawn with a water rail's feather. Then myrrh is to be strewn over the entire stave. When the stave is dry, go to a spring whose temperature remains constant winter and summer, and over which no bird has flown that day, and strike the water with it, making sure to turn the stave downward. Then let the stave lie still in the water, while circling the spring four times counter-clockwise. Take the stave from the water and peek through it, and he who drew the stave will be able to see, if he wishes, throughout the world, backwards and forwards through the four cardinal directions. Then the stave is to be enclosed in an amnion, and never taken out unless it is to be used.



111111111
 111111111

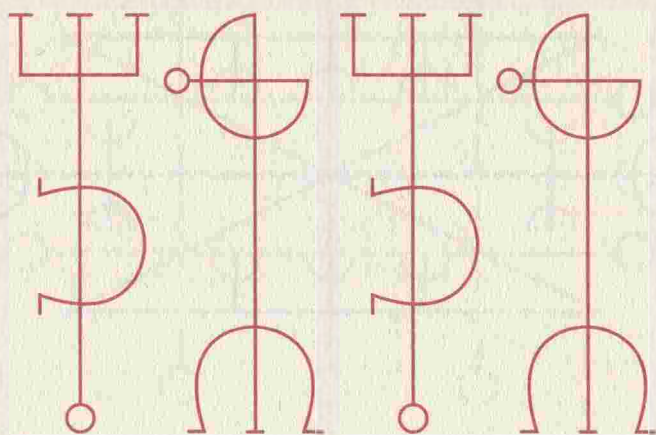
Thief Revealer

If you wish to know who has stolen from you, take millefolium on Midsummer's Eve and place it in water over which no bird has flown that day; then put it in an unused container and inscribe this stave on the bottom of it. If the plant floats, it is a woman. If it sinks, it is a man. The shadow reveals the person.



4 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

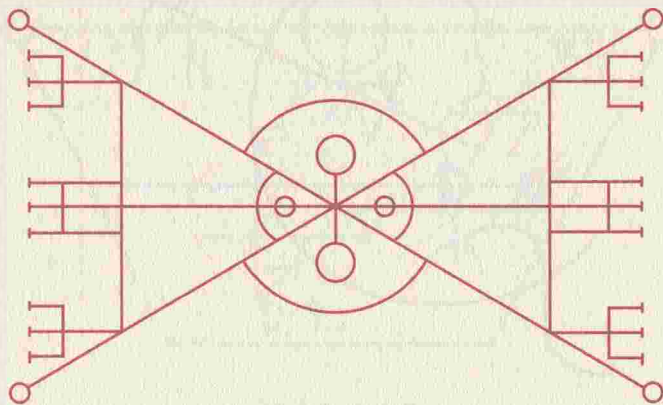
Stave to be Able to Read in the Dark



ÞRIN YS T I R I R · * I I R · Y S T I R

Greatest Dream Staves

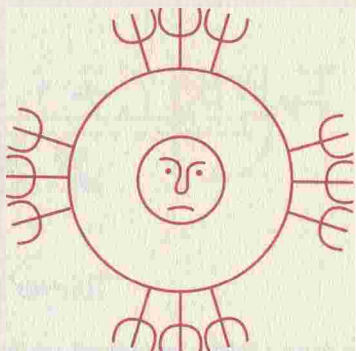
If one inscribes these characters on silver or a white hide on Midsummer's Night, and sleeps on them, one will dream what one wishes, when the sun is at its lowest point.



Þ | Þ | Þ | 1 | 5 | ↑ | 1 | Þ | Þ

Thief Stave

This stave should be placed inconspicuously beneath the threshold, and he who retreats or turns back is guilty, otherwise not.

[illegible]

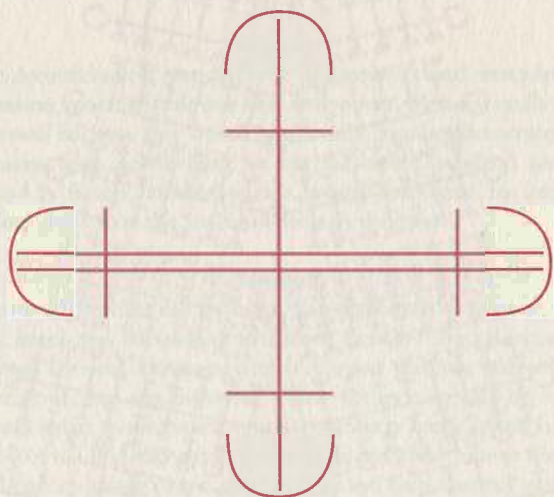
These staves are to be inscribed on the bottom of a washbasin with a chip from a basalt slab. Burn juniper to ash and use it to color the staff; then put it in water, and you will see the thief.

F. B B E C Z f z F F F F D Z R T
 L Z A H!

Thieves' Summons

To make a thief return something that he stole: "I lay this curse on the thief who has stolen this thing from me, that he be driven mad and swell up with great pain, and that he never have peace until he appears before me with what he has stolen from me. May Þórr and Óðinn help me in this." But if the thief has eaten what he has stolen, then this is to be read: "You shall vomit up the item that you stole. Your torso shall blow up entirely with air, and all of your insides shall be shredded. Your stomach shall rumble, and all of your guts shall be scratched. With these words I curse you: that your breast and torso be burned, as if hounds were tearing at your heart. May your heart and your mind be entirely confused. I prohibit you from looking upon the holy book. A branch shall sprout from your throat, worst of fellows, and this curse shall afflict you. Spew now or burst! By Þórr and Óðinn, may the thief make no excuse for himself."

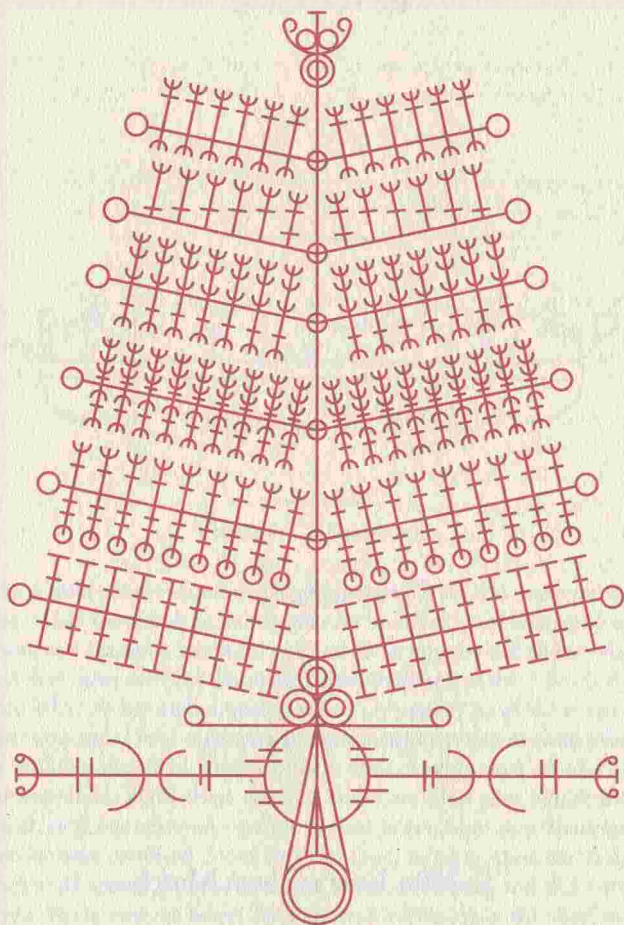
Carve these staves on oak and have them in your hand when the thief comes.



1♔ · ♚ 1 ♚ ♔ | 1 ♚ ♔ |
 ♚ ♔ · ♚ ♔ ♚ ♔ · ♚ ♔ · ♚ ♔ · ♚ ♔ ·
 ♚ ♔ · ♚ ♔ ♚ ♔ · ♚ ♔ ·

To Win Every Chess Match

Carve this stave on oak and keep it in your hand.



በቀጥታው ላይ የተገኘ

ከገጽ ፩፡፩ ላይ የተገኘው ማለት ሲሆን
 የገጽ ፩፡፩ ላይ የተገኘው ማለት ሲሆን
 የገጽ ፩፡፩ ላይ የተገኘው ማለት ሲሆን
 ከገጽ ፩፡፩ ላይ የተገኘው ማለት ሲሆን

Rod of Aaron

A stave to whip away spirits and revenants and sendings, as well as to bind ghosts in "war fetters," fortify a summons, and frighten the Devil.

Flogging

"Adversary, deceitful spirit, gray, flee with midges in a cloud, wounded, bruised, eternally beaten, may the dark one sink and retreat. May my spells cover him in pustules swill fall, may they scorch him cruelly, crawling, desperately winded, chilled, shaken, and carved. Now let him be bound, subdued and brought down, bound in fetters, damned wretch, wrung hard from his limbs; as the ground brings growth, as the sea flows through the straits."

Summons

"May it prove effective on the trickster, dire prophecies come true, the Deuce tear at you, knock you out and cut you down, the Evil One take you, living, in torment, from life; may the impudent devil never give you peace. I empower wordy, witchcraft, and my powerful words enhance it; may an outpouring of God's wrath the misfortunate one destroy; may spells injure him cruelly, deprive him of his life; may the broad road to Hell lead him to the reality of torments. I tighten a tough band, speaking hot and hard, that my summons, the curse that I pronounce, may stand resolute, as the churning waves are ruled by God; may the black spirit sink, may the fiends of Hell swallow him."

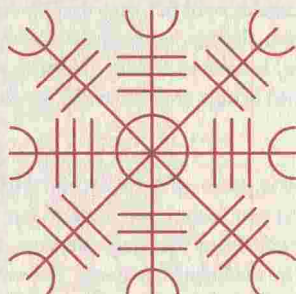
Echo

"May the evil spirit of filth be scorched now by this summons war, as the sea rushes in and back out from land, as the living breathe easily, human flesh lies covered with dirt, as a swine defiles its snout, as the sea in storm rolls in waves, as fire burns oaks on the land, plants on the earth appear, as sand throughout the lands and seashores, the souls of the saints out of the fire.

A curse I lay with my words,
A curse I lay with my words,
A curse I lay with my words."

War Fetters

"I adjure you by sun and wave, I adjure you by God's honor, I adjure you by a blessed existence, the Son's painful torments and his blood, like a flood, that my summons stands steady as the earth is firm and the heavens are fair."



ተሃ/ረ*|ገሃሃሃሃሃሃ·*|ተሃ·ሃ ገሃሃሃ·ሃ ገሃሃሃ·
ሃሃ·ተሃ/ረ*|ገሃሃሃሃሃሃ·*|ተሃ·ተሃ

The Old and Beautiful Helm of Terror and the New Helm of Terror

The Helm of Terror is to be inscribed on lead, and the lead image pressed to one's forehead, between the eyebrows: "I bear the Helm of Terror between my brows." Anyone who bears this image against his enemies is guaranteed victory. The Helm of Terror is also trusty protection against the wrath of powerful men, as the second formula accompanying the stave proves: "I wash my enemies' hatred off me, the pillage and wrath of wealthy men." This stave is extremely effective.

The Ship of the Magic Number

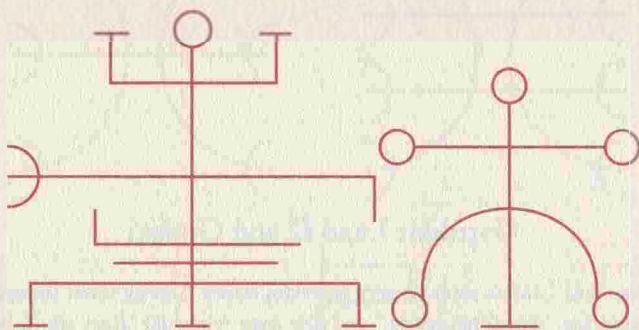
Reckoning table for doing damage to heathen Turks and foreign pirates. This stave, which is a bind-rune, is to be inscribed on the hide of a "frumsafrumsa" calf—"frumsafrumsa" being the name given to the offspring of an ordinary cow and a sea-bull. This symbol is a bind-rune, and should include the following verse to do damage to pirate ships:

High the sails are hoisted
hung with twisted strings.
I have seen runes inscribed,
I dimly recollect it now.
May threat and storms descend
from throughout the land,
may sea-storms blowing with sand
the archfiend send to them.

Gapaldur I and II and Ginfaxi

Gapaldur and Ginfaxi are both very powerful staves. Among other things, they were used for "wrestling magic," and the man who had them could not be knocked off his feet. A Gapaldur was to be placed beneath the heel of the right foot, and Ginfaxi beneath the toe of the left foot. The staves were either to be written on paper, or inscribed on a wood shaving or tablet, and either of them placed between the shoe and its insert, or beneath the bare instep inside one's sock. It was considered advisable to read the following formula over the staves, before one engaged in a wrestling match:

Gapaldur beneath my heel
Ginfaxi beneath my toe;
stand by me, fiend,
because now it lies heavy on me.

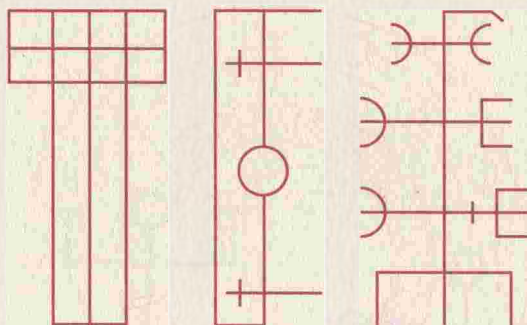


ÞÍΣΥÍΣ↑ΥΠΙΣ

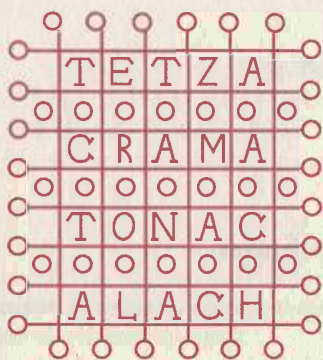
ΡΙΣ↑·ΠΙΣΣΙ·Σ↑ΥΠ·Ι·ΠΙΠΙΡΙΣ↑ΠΙ·ΠΙΠ·Π·ΥΠΠ·
ΠΙΡΙ·ΠΠΠ·ΥΠΠ·ΠΡΙΠΠΙΣ↑ΠΠΠΡΙ·Π·Π·Π↑Π·

Fish Staves

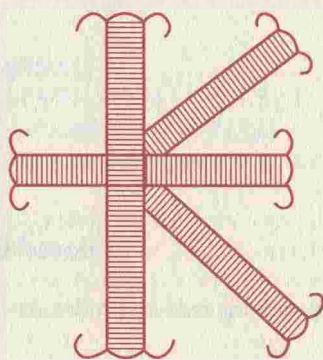
Inscribe these staves on your sinker, and you will always have good catches, even when others' are small.



For Giddiness, Dizziness, and Colic



The Seal of Khayyam



The Seal of Markus



Colic Stave

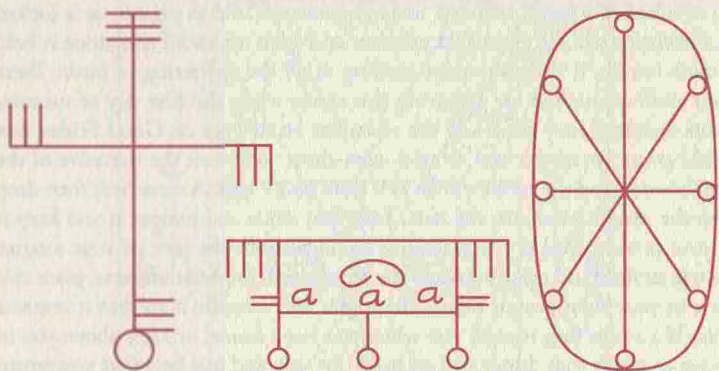
Allows no danger to menace you if it is worn. Heals all sorts of ailments.

These four staves are all healing staves and work against colic, dizziness, and giddiness, besides being protective staves against sorcery and preventing numerous types of danger. Against colic they all work together, and are to be used with the following formula: "Christ sat before the church door, a torch in his hand, that blessed child, a book in the other." "Why do you mourn, my son?," said the blessed Mary. "I am wounded and sick," said God, my Lord. "I will heal you of bone-ache, stone-ache, leg-ache, arm-ache, belly-ache, head-ache, and the most powerful of all, extreme-ache." He was healed of his ailment. Whoever keeps this prayer, will be freed from all ailments.

Reckoning Table

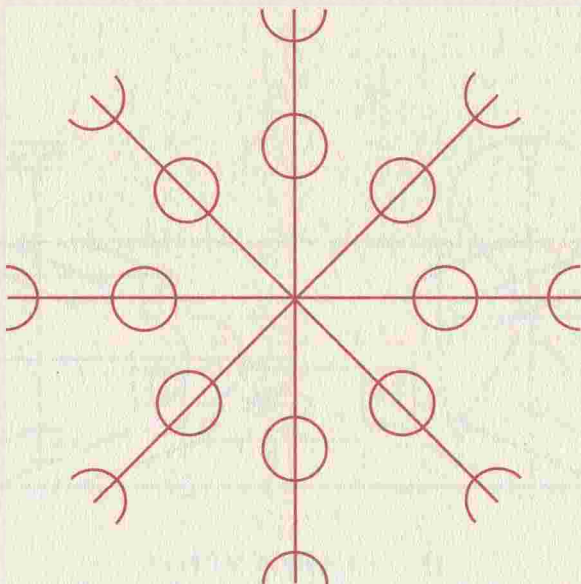
To predict the future and understand raven's speech

If ravens' eggs are boiled and put back in the nest, the raven will go and fetch a stone that will make its eggs raw again. This stone is said to be found on an island in the Red Sea. Whoever mounts this stone on a ring and places it on top of a leaf of a laurel tree and touches someone held in prison, or is locked up, the chains will fall from that prisoner and open up, and if this stone is held in one's mouth, it bestows understanding of all the twittering of birds. There is yet another method for acquiring this stone: when the first day of summer occurs during Easter week and the raven lies on its eggs on Good Friday, one should go to the raven's nest around mass-time, and when the narrative of the crucifixion is read the raven will lie as if dead on its eggs. A stone will then drop from the raven's head into the nest. Take that stone and temper it and keep it on your person. And if you place this stone beneath the root of your tongue, you will understand raven's speech. But if you wish to obtain dreams, place this stone in your right armpit before the night, and swaddle it so that it remains there. If a raven flies toward you when you leave home, or high above you in the air, it means that things will go badly for you, and it is best that you return home and read good prayers, and then go your way in the name of the Lord. If a raven is sitting on a church gable or door lintel and turns its tail toward you, lifts its feathers or wings forward, caws and stretches gruffly, stretches out its wings and rubs them with its beak, that raven will speak the names of well-known dead men in the direction in which it turns its tail. If one raven or more flies over the farmhouses or alights on the dunghheap or else on the door lintel, and makes a very long croak, it is indicating, to whomever is looking at it, the remains of strangers or acquaintances, but if it croaks at the window, it is telling family members of the death of the occupants of the house or the death or remains of their neighbors. If a raven hops here and there on top of a house, hobbles, changes sounds and croaks into the air, bends its neck and head, shakes its wings and shrugs its feathers, it is indicating that people are in danger at sea or on a lake or river. If many ravens fly together, making various noises, they are discussing the death of a person in the direction in which they turn when they alight. If a raven flies up to the house that you occupy, or else alights on a church gable or door lintel, or flies in your face with a loud croak, as if it is feeling ill in its throat and is going to vomit what it has eaten, and rubs its beak on the flagstones, and ravens gather together with raucous croaking, this indicates flotsam at the shore, having either washed up or not, of fish or other edibles, in which he at whom they croak has a share; sometimes they envy the person who takes the food and ask him to give them some when they alight on the door lintel; sometimes they simply wish to hold an assembly.

[illegible]

Lying Staves

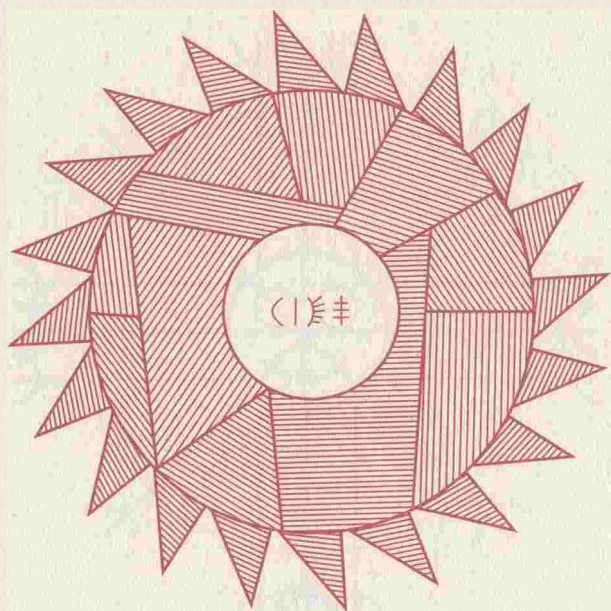
If you want to make someone tell a lie, inscribe these staves on leather and place them under his or her head.



ᚋᚐᚐᚐᚐᚐᚐ · ᚐᚐᚐ · ᚐᚐᚐᚐᚐᚐᚐ · ᚐᚐᚐᚐᚐᚐ

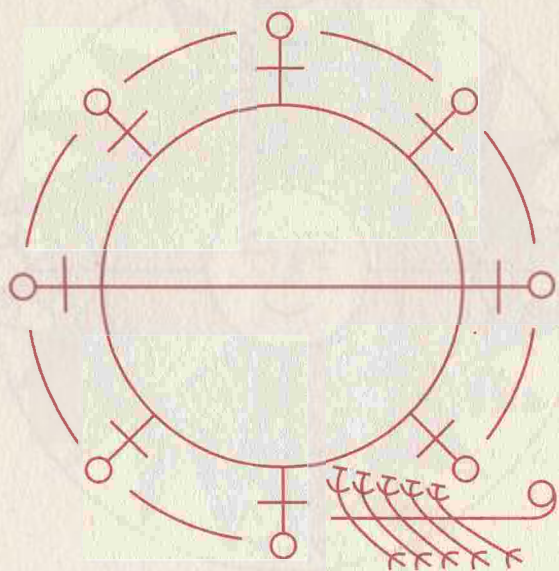
Stave to Defend Against Sorcery

If you wish to be free from all sorcery, inscribe this stave on lead during a waxing moon, and wear it and never remove it.



Wheel of Fortune

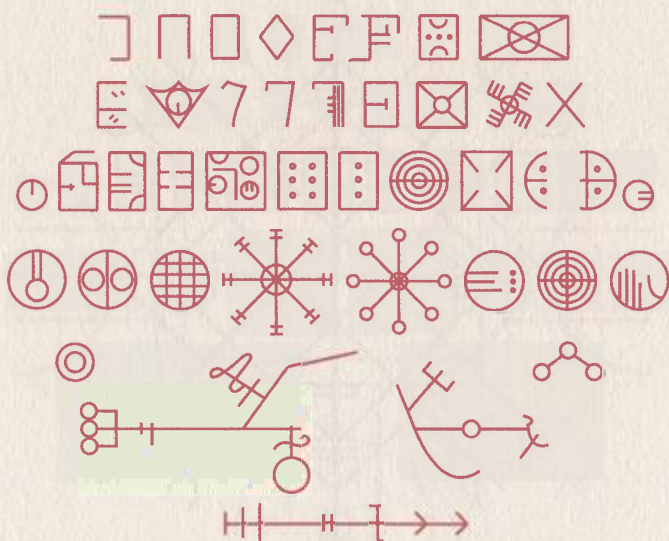
Inscribe this with your blood on a leaf of arctic dock on Midsummer's Night, and then toss it into a heavy-currented river or stream, and you will become extremely fortunate



4 7 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Stave to Defend Against Sorcery and Hinder Revenants

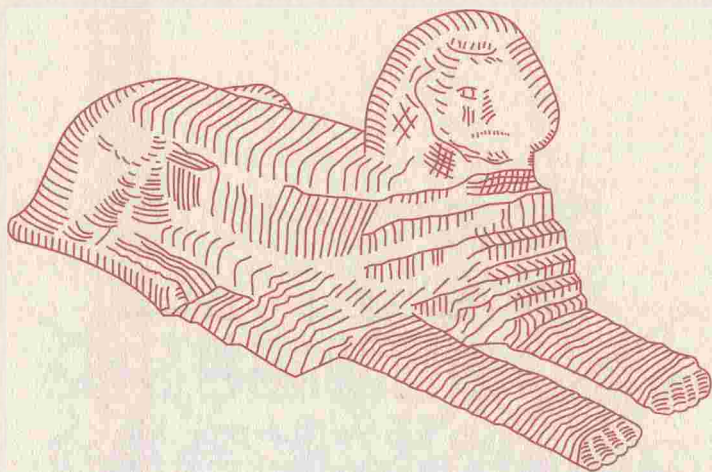
First, walk in three cross-paths and then take three pieces of burning sulfur, which has lain in sacramental wine and vinegar, mixed in equal parts. Sprinkle it on your hands and the soles of your feet. If the ghost is visible, you must confine it within a ring in an out-of-the-way place far from human paths. The entire circle must be lined with burning sulfur. The ghost is then ordered to keep itself inside the ring, until the designated time comes. Take care not to tell anyone of this, because if you do, the action will be ruined.



BΠΙΒΡΙΨ·ΒΨ·ΠΒΨΙΨΨΨΠ
 ΙΒΨΨΨΒΒΡΙΒ·ΒΨΥΥΠΣΤΠ·ΠΒΒΒΙ·
 ΨΙΒΒΒΙΥΨΨ

Letter of Búi and Seal of Loki

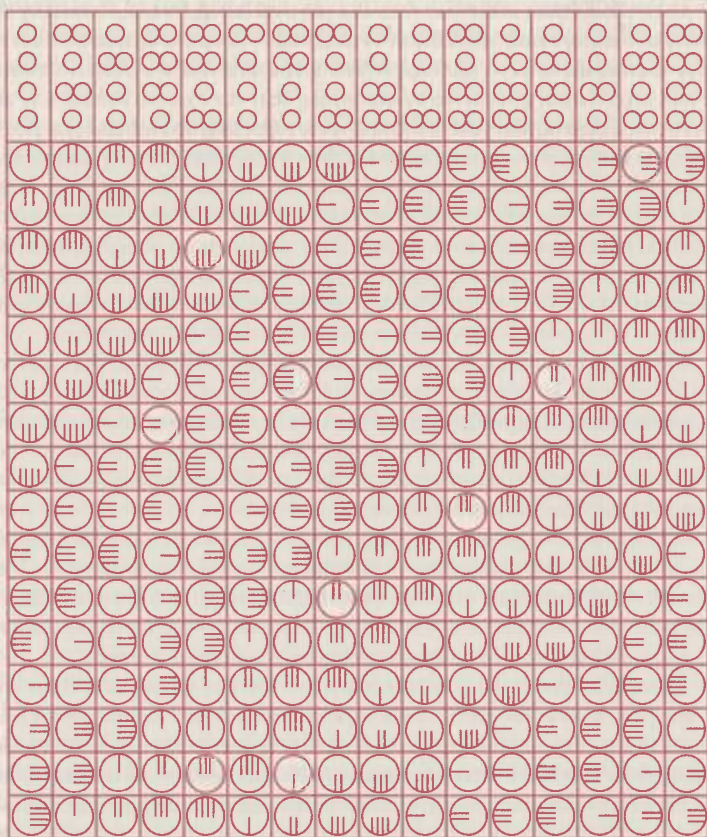
Only for the most powerful, learned sorcerers.



Y N B N T Y N R
 S T A Y N R . T I T . A B . Y R R Y T Y I A . S I A N I R * N I B .
 B Y . N T B N R . Y R R B A . B I Y N . Y A N Y A T T A Y A R I . B Y .
 I A N S I T T I S Y T T N Y . B * Y R T Y R I . N I T S I Y I .
 T T Y T A . S I B S T T . B Y . Y R R B A . Y N B N T Y A R I .

Whelk

Stave to understand sea sounds and weather, to avoid lecherous behavior and the immoderate womanizing of wanton men; to heal seasickness and prevent whelk fever. Inscribe this stave on a thin sheet of lead with magnetized steel and store it in a box made of red wood that has drifted ashore, or in a compartment of a trunk made of driftwood. Take a large sea-whelk and place it in the middle of the stave and do not remove it. You may then predict large storms or choppy sea, whether within three hours or twenty-four hours, because the conch will indicate this with its sound when it is laid to your ear. The masters utilize them and others of our edible whelks by roasting them with the fish until they become glowing hot, extinguishing them with ox urine, and slipping them into people's food and drink to be consumed without their knowing it; this protects against lechery and the immoderate womanizing of wanton men. In addition, seasick men can go to the beach in secret, and consume the raw meat from whelks three times beneath a waxing and then a waning moon, with a little drink of seawater. Whelks mainly crawl up from the deep in the middle of the sign of Pisces and afterward. If people eat too many of them, they become like drunken men, unable to stand; we call this whelk-fever, and it needs to be slept off.



P I T R R I T A T I B A R R I T I P N R I T T Y I T I

The Great Sorcerer's Table or Large Prophecy Table

Formulate sixteen questions and sixteen answers to each question, and the table will answer each question as appropriate, according to the immutable laws of mathematics, which are implicit in the table itself, and which is never inaccurate to those who are able to read the table. Thus, the table gives 256 answers for each set of questions. The alphabet in the table consists of dwarf-runes (see p. 24). The original depiction of this table is thought to be more than 500 years old and is kept in the Oxford Library in England.

Epilogue

We do not know man otherwise than as a physical being, bound, formed by the powers of nature, which are difficult to deal with. All that is formless or has no body, whether material or spiritual, it thus ineffectual and worthless in human life and arts. Nature gives form to everything that the eye can behold and the mind senses, desires, and yearns for; and we are sincerely moved and grateful to the divine laws that control those works. We behold the growing season, that is, life itself in its endlessly numerous and diverse forms, and every single living being wishes to take part in this great work of creation, to seek understanding of natural forces and work with them; wishes to become an almighty, infinitely good god, which are infinitely many, yet one; wishes not to seek or expect the blessedness of the Kingdom of Heaven elsewhere than on our own magnificent Earth.

First and foremost on our own magnificent Earth. We ourselves, wretched men, dwell in the kingdom of Heaven, and if we do not succeed, little by little, through understanding, diligence, and tenacity, in making our lives perfect here on earth, then we have no need to expect blessedness elsewhere. We do not need to be, any longer than we ourselves wish it, sufferers, almsmen, and visitors among the inhabitants of other planets.

Thought is the highest, most perfect power of the human and divine spirit. Thought lays the foundation for all life and art, and we must admit that we know no other life and no other art than in the form given to it, and thus, the more perfect the form is, the more perfect is the art. What was called sorcery and magic all led to the same thing: to shape thought, give it a body.

Thought is the foundation, the warp and weft of all physical form and art. The plan is what the creator follows, and if he does not have the plan fully formed in a particular part, he has to have it fully formed in his mind, so that nothing fails. This is the sorcerer's art, and in this art is where all the magic lies. This "ungodly conduct," sorcery, is thus, in conclusion, nothing other than an attempt at creation, to train the imagination, the mind and hand as one, and give thought form and physical dress.

Understandably, it is possible to accomplish a great deal by concentrating on cultivated, fully-formed, hateful thoughts, bringing about various types of destruction, weakness, and madness, such as setting buildings on fire and killing men and beasts. Ordinarily, however, people must pay so dearly to gain this power that they lose heart when it comes to large undertakings, and realize finally that too much has been sacrificed for a contemptible and evil cause. Hateful and angry thoughts are very common among us children of the Earth, but are usually formed on impulse, are uncontrolled and untrained, and thus have no effect on an opponent, but return to their father's house and there cause various sorts of unrest and misshapeness, which some people are never able to shake off, and which drags others to death. To give one of countless examples, we may mention the deceased Andrés Björnsson, poet, that intelligent and excellent lad, who died "before his destiny," because the disease of hatred had

fastened itself in him like a cancer in his mind. Andrés himself describes this poignantly in a poem that he composed shortly before his death. The poem is entitled "Hatred," and these are the final two verses:

I myself became depressed by my hatred of him,
I became hardhearted, dour, aloof.
My ill will toward that unlucky man
has so poisoned my life, that I dwell on it still.

And I expect, perhaps, never to regain
the ebullience of my youth, wherever I go
because the specter that my animosity raised then,
will never cease to haunt my heart.

Granted, Andrés conveys a great sense of redemption, yet it is insufficient, because the specter dragged both of them to death at a short interval, Andrés going last. Such spiritual disasters are far more horrific than any physical ones, because they will not be remedied in the "other world." On the other hand, hatred can be a magnificent boost to spiritual maturity, for those who know how to use it. But hatred is like a jewel that must be polished in its own filings. Of the material that has been gathered into this treatise, named Sorcerer's Creed, the Westfjords have contributed the greatest portion. The Westfjords have long been an inexhaustible spiritual source in such matters. In the Westfjords, the creative imagination of the Icelandic nation has prospered best. The people of the Westfjords have long been robust and hardy, clear-sighted and reserved, tenacious and excellent at finding solutions, with great spiritual vivacity and rich leanings toward the occult. Even today, when someone from the Westfjords gives an account of something mysterious, it is obvious that in his mind and heart he feels a kind of spiritual relationship with the story itself — feels that it is from his own soul and is of his own flesh and bones.

The Westfjords have long been sparsely populated, and it is difficult to travel through them; winters there are harsh. Nowhere in Iceland can be seen more beautiful Northern Lights, and nowhere in Iceland are the enchantments of winter nights more magnificent. It can hardly be described in words. All of these things amplify the power of the imagination, besides the fact that ethereal visions are much more common in the Westfjords than elsewhere in the country. To clarify, it should be mentioned that "the Westfjords" refers to all the counties to the west of Gilsfjörður and Bitra. Most of the lawsuits brought for sorcery occurred in that region, and it is mainly people from there that were executed for witchcraft and sorcery.

If I last long enough to publish a treatise on Icelandic black magic, it will be even clearer that not all is said and done with the present treatise. "Finnvikun," which is a certain type of black magic, is known in no other

place than the Westfjords. In Finnvíkun we find the names Finnbogi, Finnur, Finnborg, Finnbjörg, Finnrun, etc., all of which betoken dead things, but have now become personal names.

The openness and maturity of the Icelandic clergy, which is in fact funded by capitalism, here as elsewhere, to deliver predetermined sermons for a predetermined price, is evidenced by how many priests have been linked to sorcery, and by how little the clergy has done to persecute the so-called sorcerers. Naturally, malicious persecutors of occultists are to be found among the clergy, but they are so few that they must be considered an exception. Icelandic priests have generally been the most excellent of men, upholding and preserving the spiritual worth and human virtue of the Icelandic population in its servitude, poverty, isolation, and forsakenness of the past centuries. It may truly be said of the Icelandic clergy that it has been our "light in low hovels, our Yule-fire of long nights."

In conclusion, I wish to convey my sincere gratitude to those who have become subscribers to this publication, and by doing so provided its publisher with the financial means to bring it to fruition. The establishment receives no words of thanks here. The big retailers and spiritual proletariat, called the "Ministry of Education," and which at present appears to possess dictatorial power, to separate the sheep from the goats and shame and suck the life out of most patriotic men, seems far more inclined toward anything other than justice, humanity, and equity.

On the Sources

The publisher of this work has for a number of years of late been collecting material concerning the history of Grímsey, and therefore has found himself obliged to pay numerous visits to manuscript collections. He has at the same time taken the opportunity to familiarize himself with most manuscripts registered in them as being concerned with occultism and runic inscriptions. Although there is indeed a great deal of such material to be found, most of what is preserved in Icelandic collections concerning magic is so disharmonious and heterogeneous, so poorly done and imperfect, that not a single coherent work may be said to exist anywhere. To prevent misunderstanding, however, it is to be mentioned that the great scientific treatise of the scholar Ólafur Davíðsson, copied in Lbs. 3202 4to, "Sorcery and its Persecution in Iceland," is herewith excepted, it being of an entirely different order.

The primary sources for this work are under the ownership of the publisher: two grimoires from the Westfjords, very old, and one from the North, originating from Eyjafjörður County, said to be copied from the papers of Galdra-Steinn Jónsdóttir, the daughter of Jón "the Pillar" and full sister of Antonius Jónsson, the renowned sorcerer from Grímsey.

In addition, Mr. Skúli Þórðarson, laborer in Ísafjörður, has loaned me a screed, collected and written by his father, the deceased Þórður Þórðarson, from Grunnavík.

Furthermore, the publisher has referred to a number of printed books and essays published widely in newspapers and periodicals; too many, in fact, to list here. Moreover, numerous unedited manuscripts in the collections of the National Library have been taken into account, referenced, and compared. A number of the most important of these manuscripts are listed as follows:

Lbs. 1869, 4to- Lbs. 290, 4to- Lbs. 631, 4to- Lbs. 764, 4to- Lbs. 939, 4to- Lbs. 1479, 4to- Lbs. 1631, 4to- Lbs. 1696, 4to- Lbs. 66, 4to- Lbs. 590, 4to- Lbs. 632, 4to- Lbs. 636, 4to- Lbs. 771, 4to- Lbs. 993, 4to- Lbs. 1349, 4to- Lbs. 1779, 4to- Lbs. 2285, 4to- Lbs. 1199, 4to- Lbs. 1206, 4to- Lbs. 2294, 4to- Lbs. 2334, 4to- Lbs. 2302, 4to- Lbs. 977, 4to- Lbs. 1129, 4to- Lbs. 1593a, 4to.

Manuscripts in octavo (8vo): Lbs. 71, 8vo- Lbs. 73, 8vo- Lbs. 95, 8vo- Lbs. 210, 8vo- Lbs. 223, 8vo- Lbs. 264, 8vo- Lbs. 331, 8vo- Lbs. 659, 8vo- Lbs. 748, 8vo- Lbs. 402, 8vo- Lbs. 489, 8vo- Lbs. 867, 8vo- Lbs. 908, 8vo- Lbs. 2064, 8vo- Lbs. 2306, 8vo- Lbs. 385, 8vo- Lbs. 1063, 8vo- Lbs. 1609, 8vo- Lbs. 1674, 8vo- Lbs. 2031, 8vo- Lbs. 2413, 8vo- Lbs. 2135, 8vo- Lbs. 1718, 8vo- Lbs. 1495, 8vo- Lbs. 1181, 8vo- Lbs. 1037, 8vo- Lbs. 488, 8vo- Lbs. 143, 8vo- Lbs. 627, 8vo- Lbs. 764, 8vo- Lbs. 1140, 8vo- Lbs. 1595, 8vo- Lbs. 2084, 8vo- Lbs. 2307, 8vo- Lbs. 2308, 8vo- Lbs. 2316, 8vo- Lbs. 2317, 8vo.

In the manuscript collection of Jón Sigurðsson (JS): JS 375, 8vo- JS 379, 8vo- JS 378, 8vo- JS 390, 8vo- JS 395, 8vo- JS 46, 8vo- JS 117, 8vo- JS 147, 8vo- JS 307, 8vo- JS 313, 8vo- JS 395, 8vo- JS 377, 8vo- JS 43, 4to- JS 248, 4to- JS 314, 4to- JS 149, fol.

In the manuscript collection of the Reykjavík Department of The Icelandic Literary Society (Hið íslenska bókmenntafélag) (ÍBR): ÍBR 23, 8vo- ÍBR 64, 8vo- ÍBR 142, 8vo- ÍBR 35, 4to- ÍBR 28, 8vo.

In addition, copies of several old manuscripts owned by the publisher, including: "In versutias serpentis recti et tortuosi"; i.e.: A little reflection on the treachery and wiles of the Devil, who sometimes goes upright, sometimes crookedly to try to spoil mankind's salvation. Compiled in the year of the Lord 1627 by Guðmundur Einarsson."

Similarly, copies of works such as, e.g.: "Samtíningr um Arsins Mánada Nátturu oc Edle daga á Túnglinu oc Þeirra Há ttagl uppá Blötökr". Etc.

Θελος



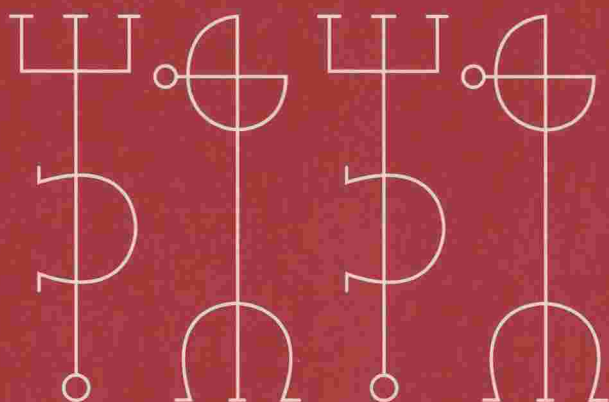
Overview of Staves and Runes

Against Animal Bites	<i>Við dýrbiti</i>	65
Against Stefnivargar, both Foxes ...	<i>Mót stefnivargi, bæði tófum ...</i>	66
Alfæður and Various Runic Letters	<i>Alfæður og ýmis rúnaletur</i>	22
Angurgapi	<i>Angur gapi</i>	165
Bare Stallion— Stave of Silence	<i>Berreinninn - Þagnarsta fur</i>	108
Butter Knot	<i>Smjörbrútur</i>	62
Byrnie	<i>Brynja</i>	28
Búi Letter and Seal of Loki	<i>Búabréf og Lokainnsigli</i>	170
Charlemagne's Rings of Assistance	<i>Hjál þarbringir Karlamagnúsar</i>	112
Colic Stave	<i>Kveisusta fur</i>	157
Convicts' Seal, Protective Stave ...	<i>Sakamannainnsigli ...</i>	94
Corpse's Breeches Stave	<i>Nábrókasta fur ...</i>	116
Cranium	<i>Heilabúi</i>	59
Cross of Christ	<i>Kristi kross</i>	87
Crossroads-Vigil Stave I and II	<i>Útisetusta fur I og II</i>	103
Deal Closer	<i>Kaupaloki</i>	141
Deal Closer	<i>Kauplœki</i>	118
Defensive Cross ...	<i>Hjál þarkross og innsigli ...</i>	90
Defensive Ring of the Soldier Longinus	<i>Hjál þarbringir Langintúsar ...</i>	89
Delusion Stave Óðinn	<i>Miss ýningasta furinn Óðinn</i>	71
Dream-of-Christ Stave	<i>Kristdraumsta fur</i>	100
Dream Stave	<i>Draumsta fur</i>	36
Enemies Stave	<i>Óvinasta fur</i>	140
Fear Stave	<i>Skelkunarsta fur</i>	119
Fishing Stave	<i>Veidista fur</i>	102
Fish Staves	<i>Fiskista fir</i>	154
For Giddiness, Dizziness, and Colic	<i>Við höfuðundli, svima ...</i>	156
French-Script Staves ...	<i>Fransskri fi'arsta fir ...</i>	107
Fé Family	<i>Fésett</i>	21
Gapaldur I and II and Ginfaxi	<i>Gapaldur I og II og Ginfaxi</i>	152
Ghost Stave	<i>Draugsta fur</i>	45
Good-Luck Knot of Sæmundur the Wise	<i>Lukkubrútur Sæmundar</i>	79
Good-Luck Stave	<i>Lukkusta fur</i>	98
Good-Luck Staves	<i>Lukkusta fur</i>	127
Greater Blusterer (Vindgapi)	<i>Vindgapi meiri</i>	110
Greater Dream Stave	<i>Draumsta fur hinn meiri</i>	123
Greater Rotas Cross of Earl Eiríkur	<i>Rotaskross Eiríks jarls ...</i>	68
Greater Seal of King Solomon	<i>Salómons konungs stærra ...</i>	84
Greater Shield of Terror	<i>Ægisskjöldur hinn mikli</i>	113
Greatest Dream Staves	<i>Draumsta fir hinir mestu</i>	138

Grinding Staves	<i>Brynslusta fir</i>	122
Hagall Family	<i>Hagalsett</i>	21
Helm	<i>Hjálmur</i>	29
Helm of Concealment	<i>Hulinsb jálmur</i>	128
Helm of Terror ...	<i>Ægish jálmur hinn gamli ...</i>	148
Hills Stave	<i>Hólasta fir</i>	37
Horse-Fastening Staves	<i>Hesta festusta fir</i>	167
Icelandic Head Letters	<i>Íslenskt höfðaletur</i>	23
Lesser Blusterer (Vindgapi)	<i>Vindgapi minni</i>	111
Lesser Circle of Protection	<i>Rosabringur minni</i>	50
Lesser Dream Stave	<i>Draumsta fir hinn meiri</i>	130
Lesser Rod of Aaron	<i>Aronsvöndur hinn minni</i>	88
Lesser Rotas Cross of Earl Eiríkur	<i>Rotaskross Eiríks jarls ...</i>	69
Lesser Seal of King Solomon	<i>Salómons konungs minna ...</i>	85
Life Stave	<i>Lífsta fir</i>	43
Livestock Killer	<i>Skepnudrepur</i>	131
Lock Stave	<i>Lásasta fir</i>	129
Looking-Glass	<i>Skuggsjá</i>	134
Luck Ring	<i>Lukkubringur</i>	49
Lying Staves	<i>Lygasta fir</i>	160
Magic Letters	<i>Galdraletur</i>	24
Moon	<i>Máni</i>	30
Power Amplifier ...	<i>Veldismagn</i>	109
Prank Stave	<i>Glettusta fir</i>	163
Prayer Stave	<i>Benarsta fir</i>	44
Prophecy Table	<i>Spádómsstalbyrðingur</i>	171
Protection Against Hatred	<i>Vörn gegn hatri</i>	83
Protective Stave for Sheep	<i>Fjárvæðarsta fir</i>	38
Reaping Staves	<i>Sláttusta fir</i>	67
Reckoning Table	<i>Talbyrðingur</i>	158
Ring Helm or Tide-Mouse Stave	<i>Hringhjálmur ...</i>	120
Rings of Concealment	<i>Hulinshringir</i>	34
Rod of Aaron	<i>Vöndur Arons</i>	147
Rose of Love	<i>Ástarrósin</i>	33
Rose of Protection	<i>Varnarrósin</i>	91
Rotas Crosses	<i>Rotaskrossar</i>	73
Rotas Cross of King Ólafur	<i>Rotaskross Ólafs konungs</i>	82
Rotas Cross Of the King Ólafur ...	<i>Rotaskross Ólafs konungs...</i>	77
Rotas Cross of Ólafur Tryggvason	<i>Rotaskross Ólafs ...</i>	72
Rotas Cross of Pangbrandur the Priest	<i>Rotaskross Pangbrandar</i>	70

Rotas Cross	<i>Rotaskross</i>	54
Rotas Cross	<i>Rotaskross</i>	74
Rotas Cross	<i>Rotaskross</i>	75
Rotas Cross	<i>Rotaskross</i>	76
Rotas Cross	<i>Rotaskross</i>	78
Rotas Cross	<i>Rotaskross</i>	80
Rotas Cross	<i>Rotaskross</i>	81
Rowing Stave	<i>Róðarsta fur</i>	41
Saxon Letters	<i>Saxoni'skt letur</i>	21
Seal of King Solomon	<i>Innsigli Saló mons konungs</i>	97
Seal of Solomon	<i>Innsigli Saló mons</i>	132
Shield of Aaron	<i>Skjöldur Arons</i>	96
Shield	<i>Skjöldur</i>	27
Signet Ring	<i>Signetshringur</i>	86
Sky Children's Helmet ...	<i>Himinbarnah jálmur ...</i>	115
Sleep-Thorn	<i>Sæfnþorn</i>	55
Sleep-Thorn	<i>Sæfnþorn</i>	56
Soil-Ox and Blood-Ox	<i>Malduxi og Blóðuxi</i>	149
Speech-Rune Kennings	<i>Málrúnakenningar</i>	12
Stave Against Animal Bites	<i>Sta fur við dýrbiti</i>	64
Stave Against Your Enemy	<i>Sta fur mót óvin þínum</i>	57
Stave for Seeing a Thief	<i>Sta fur til að sjá þjóf</i>	35
Stave for Waking the Dead	<i>Sta fur til að vekja upp með</i>	124
Stave of Ameliorations	<i>Umbótarsta fur</i>	169
Stave of Moses	<i>Sta fur Mósesar</i>	92
Staves Against Attacks by Spirits	<i>Sta fur mót aðsókn anda</i>	42
Staves Against Stefnivargar ...	<i>Sta fur mót stefnivargar...</i>	61
Staves for Fishing Well	<i>Sta fur til að fiska vel</i>	48
Staves for Seeing a Thief	<i>Sta fur til að sjá þjóf</i>	143
Staves for Support in Legal Cases	<i>Sta fur til mál fylgu</i>	106
Staves of Protection Against Evil Spirits	<i>Varnarsta fur mót illum öndum</i>	32
Stave to be Able to Read in the Dark	<i>Sta fur til að geta lesið í myrkri</i>	137
Stave to Calm Sheep	<i>Fjársþekjusta fur</i>	52
Stave to Defend Against Sorcery ...	<i>Sta fur til að varna galdri ...</i>	166
Stave to Defend Against Sorcery	<i>Sta fur til varnar galdri</i>	162
Stave to Make Someone Steal	<i>Sta fur til að láta mann stela</i>	39
Stave to Raise the Dead ...	<i>Sta fur til að vekja upp með ...</i>	46
Stave to Win a Girl	<i>Sta fur til að fá stúlkun</i>	114
Stefnir's Rotas Cross	<i>Rotaskross Stefnis</i>	53
Sun	<i>Sól</i>	31
Sword	<i>Sverð</i>	26

The Great Magical Table	<i>Galdratálbyrðingurinn mikli</i>	23
The Great Sorcerer's Table ...	<i>Galdratálbyrðingurinn ...</i>	173
The Seal of Khayyam	<i>Imsigli Khayyáms</i>	156
The Seal of Markus	<i>Imsigli Markúsar</i>	156
The Ship of the Magic Number	<i>Galdratöluskiðið</i>	150
Thief Revealer	<i>Þjófsgjá</i>	136
Thief Stave	<i>Þjófstafur</i>	139
Thieves' Dream Staves	<i>Þjófadraumstafr</i>	155
Thieves' Stave	<i>Þjófastafr</i>	142
Thieves' Summons	<i>Þjófastefta</i>	144
To Win a Legal Case	<i>Máldeyfa</i>	40
To Win Every Chess Match	<i>Að vinna hverja skák</i>	145
To Win the Love of A Woman	<i>Að ná ástum kvenna</i>	168
Unnamed Runes	<i>Óviðkenndar ru'nir</i>	20
Victory Sign	<i>Sigurmerki</i>	133
Washbasin Stave	<i>Munnlaugarstafr</i>	58
Waymark	<i>Vegvísir</i>	126
Wheel of Fortune	<i>Gæfuhjólið</i>	164
Whelk	<i>Kudungur</i>	172
Winning a Woman's Love	<i>Að ná ástum kvenna</i>	161
Witch-Ride Stave	<i>Gandreiddarstafr</i>	125
Þórr's Hammer	<i>Þórshamar</i>	60



Would you like to increase your prosperity, secure the love of the man or woman of your dreams, seek protection from evil forces or grumpy neighbours, catch a liar or raise the dead? If so, the Sorcerer's Creed is just the book for you.

The spells in this book have been adherent to Scandinavian history and culture for centuries and Icelanders have been using magic spells from the first settlement for everyday purposes as well as the more unorthodox.

The Sorcerer's Creed is the world's most comprehensive collection of Nordic spells. Each spell comes with a diagram and specific instructions for their use and purpose.

ISBN 978-9935-9019-3-8



9 789935 908988